

# KOMAL HIRANI

## PRODUCT DESIGNER

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### EXPERIENCE

#### UX Architect Intern

JUNE 2019 - AUG. 2019

TSYS - Global Payments

Designed, prototyped, and tested various interactions and features of a web customer service platform used by call-center agents. Testing on a redesign of an existing workflow showed that the redesign reduced the time it takes to complete this task by 50%.

Designed navigational elements and interaction flows for the FVP (future viable prototype) of web platforms used by call-center agents and card issuers.

#### UI/UX Designer

JAN. 2019 - MAY 2019

The Carter Center - Sponsored Project

Designed a mobile-friendly web application for the Carter Center that allows mediators to dynamically visualize Syrian conflict data in order to prevent violence in areas in Syria with emerging conflict.

#### UX Designer & Researcher

SEPT. 2018 - DEC. 2018

FOCUS Brands - Sponsored Project

Redesigned and evaluated a web food e-commerce platform for a restaurant franchise using user-centered design process and WCAG guidelines to ensure that the product is accessible and inclusive.

#### UI/UX Designer

JAN. 2018 - MAY 2018

Georgia Institute of Technology

Designed an iOS game in Sketch, using a user-centered design process, that leverages augmented reality in order to educate children with asthma on common triggers of asthma and how to avoid them.

#### iOS Design & Development Intern

MAY 2017 - AUG. 2017

Ingenious Med

Designed and implemented UI updates to the company's iOS application.

Designed and prototyped an iOS feature that allows healthcare workers to scan and extract data from a patient's information sheet.

#### Mobile Development Intern

MAY 2016 - AUG. 2016

Ingenious Med

Designed and developed an iOS application that allows patients to track their health care and send data to their medical provider. Designed and developed the flow of how medical providers can view that data through the Ingenious Med iOS application.

### EDUCATION

#### M.S. Human-Computer Interaction

Georgia Institute of Technology

August 2018 - May 2020

GPA: 4.00

#### B.S. Computer Science - People and Media

Georgia Institute of Technology

August 2014 - May 2018

Graduated with High Honors

### SKILLS

UX Design, UI Design, Interaction Design, Visual Design, Graphic Design, Design Thinking, Design Systems, User Research

### METHODS

Sketching, Wireframing, Interactive Prototyping, Brainstorming, Storyboarding, Usability Testing, User Personas, User Journey Maps, Interviews, Observations, Affinity Diagrams, User Scenarios, A/B Testing, Heuristic Evaluations, User Flows, Information Architecture

### TOOLS

Figma, Sketch, Axure RP 8/9, InVision, Pen and Paper, Adobe Illustrator, Adobe XD, Adobe Photoshop, Miro, MURAL, HTML/CSS, Javascript, Unity, Arduino

### VOLUNTEER WORK

#### Product Designer

AUG. 2020 - PRESENT

IPN Online

#### Lead Designer

JUNE 2020 - AUG. 2020

Ismaili Council: Communications and Publications

### AWARDS

#### Winner

Convergence Innovation Competition | 2018