SHANI ABASS

UI/UX DESIGNER

PORTFOLIO:
SHANIABASS.COM

LINKEDIN:
LINKEDIN.COM/IN
/SHANI-ABASS/

ABOUT ME

I am a UI/UX designer with particular interests in new technologies, prototyping with code, digital health, and accessibility.

PROFESSIONAL SKILLS

UI/UX Design, User Research, Wireframing, Prototyping, User Testing, Accessibility

Adobe Creative Suite, Figma, Balsamiq

HTML/CSS, Creative Coding, Arduino, Unity

AWARDS

IDA 2023 Gold Winner
in Mobile/Web Application Design for sentoms

IDA 2023 Bronze Winner
in Interface Design for sentoms

REFERENCES

Available Upon Request

GET IN TOUCH

shaniabassdesign@gmail.com

PROFESSIONAL EXPERIENCE

Interactive Designer
Neoscape | Boston, MA | 2021–2023

I designed websites, iOS applications, and eBlasts for real estate clients, and frequently collaborated with other teams such as brand, 3D, digital marketing, and motion graphics. My responsibilities included UI/UX design, creating interactive SVGs, reviewing development links, and mentoring interns.

I also took on some coding responsibilities during peak workloads and provided some HTML, CSS, Squarespace, and Pardot tutorials to team members, interns, and clients.

I also obtained the edX 'Introduction To Web Accessibility' certification, enhancing my understanding of WCAG.

Live Projects Include: Seaport Circle, Halstead Hopkinton, West End Labs

UX Product Manager (Intern)
Pulse | London, UK | 2020

As the UX Product Manager, I gained experience in product design from both strategic and creative perspectives. My role involved attending client meetings, creating project overviews, and writing statements of work in PandaDoc, as well as creating wireframes, high-fidelity prototypes, and developer specifications.

Projects included mobile, AR, and VR applications addressing various physical and mental health conditions.

Product Designer (Intern)
Potato | London, UK | 2020

I spent the majority of my internship designing a Slack-based application to monitor the mental health of employees within the company. The process involved conducting user research, competitor analysis, persona development, ideation, and user testing, culminating in the creation of a high-fidelity prototype.

In addition to this project, I attended various company meetings, including ideation sessions and sprints, which introduced me to the agile software development cycle and design thinking.

EDUCATION

Professional Development - User Experience
General Assembly | London, UK | 2024

Deepening my knowledge of advanced techniques in areas such as user research, information architecture and intuitive navigation, front-end development, project and product management, UX writing, and generative AI through an immersive program.

BFA in Graphic Design with Computation, Technology, and Culture (Cum Laude)
Rhode Island School of Design (RISD) | Providence, RI | 2017–2021

Took courses in graphic design principles, front-end web development, creative coding, Arduino, Unity, and UX for websites, mobile apps, VR, and wearables. Also participated in Design For America and cross-registered at Brown University.

ADDITIONAL EXPERIENCE

UXPA - *UX Magazine* Contributor and Conference Speaker
UXPA | Online/Ft. Lauderdale, FL | 2023–2024

A self-written article about my award-winning project, *'Chronic(ling) Pain' aka 'sentoms,'* will be published soon in UXPA's User Experience Magazine. I will also be delivering a poster presentation about it at the 2024 UXPA International Conference.