

JASMINE SAYED

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EDUCATION

M.S., Human Centered Design and Engineering

University of Washington, Seattle

September 2025 – June 2027 (Expected)

B.S., Graphic Communication, UX/UI Design

California Polytechnic State University, San Luis Obispo

September 2022 – June 2025

PROFESSIONAL EXPERIENCE

User Experience Researcher, *Microsoft*

January 2026 – March 2026

- Conducted end-to-end usability testing for Microsoft Foundry
- Led user interviews and task-based testing to uncover usability gaps and opportunities
- Synthesized qualitative insights into actionable UX recommendations
- Delivered research reports and presentations driving strategic design improvements

AI Product Design Intern, *DevSpot*

June 2025 – September 2025

- Designed AI-driven messaging using Figma, improving collaboration for 200+ users across 2 pilots
- Streamlined design system with documentation and accessibility standards, increasing handoff efficiency by 35%
- Built data-driven sponsor dashboards and templates, reducing report time by 20% and boosting engagement

UX Design Consultant, *Amazon (AWS)*

February 2024 – May 2024

- Worked for Amazon through an AWS contract at Cal Poly to design and plan an AI, Ethics, and Design Hackathon, engaging 100+ participants in exploring societal impacts and ethical considerations of emerging technologies
- Designed logo, apparel, and promotional materials that effectively communicated the event's focus on AI and ethical innovation, fostering participant engagement and brand cohesion

UX Designer, *Nexstera Tech*

March 2024 – June 2024

- Redesigned Nexstera Tech's website UX, increasing investor engagement by 40% and page interactions by 120% through clearer storytelling and intuitive navigation
- Developed and presented the investor-facing design strategy, directly supporting the pitch that secured \$65,000 in seed funding within 8 weeks

TECHNICAL PROJECTS

Nox+ – Universal Digital Identity & Verification Platform

September 2025 - December 2025

- Designed a universal digital identity product that integrates a physical proof card with the Nox+ mobile app, enabling secure identity verification across both offline and digital environments.
- Developed the concept independently while similar approaches were later introduced by major industry platforms, reinforcing alignment with emerging standards in digital identity and verification

Saksham – Accessible Education App

January 2025 - June 2025

- Led a 5-month independent UX research and design project creating Saksham, an accessible learning tool for 5M+ neurodiverse students in India
- Published research in Cal Poly's Digital Commons and TAGA Journal 2026, advancing inclusive, human-centered design

MomSafe – Maternal Safety App

April 2025

- Led UX research and designed a Figma prototype improving maternal safety for 100K+ expecting mothers with emergency alerts, resources, and community support
- Published findings on user-centered maternal health design, promoting inclusive and accessible digital healthcare

UXFest SLO – UX Hackathon

September 2022 - June 2025

- President of Cal Poly's largest UX hackathon and community, engaging 140+ students through workshops, mentorship, and design challenges while managing a 50-member cross-functional team across design, marketing, multimedia, and events.
- Lead UXFest's impact by introducing AI-driven design workshops, accessibility initiatives, and a cohesive brand identity that strengthened UX awareness across campus.

SKILLS

Figma, Illustrator, Photoshop, InDesign, Sketch, HTML, CSS, JavaScript, Web Accessibility (WCAG), User Research, Usability Testing, Interaction Design, Accessibility, Prototyping, Wireframing, Responsive Design, Collaboration Tools, Data Analysis