

Nahiyah Khan // UX Technologist

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Summary

Hi there, I excel at balancing empathy and pragmatism and I welcome the shades of gray that exist in a given challenge.

Education

Master of Science in Computer Science

Enterprise and Web Computing

Johns Hopkins University
Expected Graduation 2021
(Part time remote)

Bachelor of Arts

Math Major, Computer Science Minor

Macalester College
2009 - 2013

Skills

UX

Research, User interviews, User persona development, User-centered design, Usability testing, Accessibility design, Heuristics analysis, Story mapping, Story writing, Design cycle

Visual

Color theory, Typography, Layout and composition

Front-end

HTML, CSS, Less, SASS, Javascript, jQuery, Liquid, Handlebars, Haml

Experience

Strategy

- Consult with cross-functional, multi-platform teams to understand their product problems and design needs.
- Championed, developed and co-maintain a cross-platform, modular pattern library that encourages a uniform customer experience across products.
- Promoted the benefits of reusable components, standardized user interfaces and contributed to a UX culture in the organization.

Research

- Perform data analysis, user interviews and competitive product analysis.
- Develop persona, journey maps and story maps.

Design

- Design low and high fidelity mockups. Wireframes to interactive HTML/CSS/JS click-able prototypes (using our pattern library and CSS framework).
- Design and audit accessibility, responsiveness and internationalization.
- Usability test representative and actual users. Both traditional and lean-usability testing, in person and remotely, locally and internationally.

Development

- Championed, designed, developed and integrated an enterprise CSS framework into Pearson VUE's reference architecture.
- Oversee CSS framework maintenance and continuous improvement.
- More than 15 applications use the CSS framework across different platforms.
- Teams on average save 300 hours of implementation time.
- Contributed to the organization saving \$1.6 million in development costs.

Coaching

- Mentor project teams on usability practices, principles, and implementation.
- Held training sessions on front-end interface design.
- Advice development teams on planning and designing user interface components, including their configurations and features.

Positions

Pearson VUE, Minneapolis, MN

Pearson VUE is the global leader in computer-based testing.

- **Product Designer**
July 2015 - Present
- **Associate Product Designer**
August 2013 - July 2015
- **Product Design and Strategy Intern**
June 2013 - August 2013