Sara Shahnoosh

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New York, NY

SKILLS

Design: UX/UI Design, Wireframing, Prototyping, Information Architecture, User Journeys, User Flows,

User Stories, Blue Printing, Visual Storytelling, Design Systems

Research: User Interviews, Usability Testing, Competitive Analysis, Information Architecture, Empathy

Studies, Data Analysis, Quantitative/ Qualitative Analysis, Card Sorting, Eye Tracking Studies

Tools: Figma, Sketch, Adobe XD, Miro, Lucid Chart, Dscout, Optimal Workshop, Google Analytics,

Hot jar, Tobi Pro, SurveyMonkey, Voice Flow, Adobe Creative Suite, HTML, CSS

EXPERIENCE

Headspace Health I Contract UX Design & Content Strategy

Remote I 05.2023 - 09.2023

- Conducted a comprehensive UX audit utilizing behavioral data, heuristic evaluation, and user testing to enhance content discoverability.
- Synthesized findings into a journey map identifying four key pain points and designed alternative navigational pathways, resulting in 10% improvement in content discoverability with the first redesign version.
- Directed unmoderated user tests for the Content Revisitation Project, contributing to roadmap development for a new feature and formulating four strategic design enhancements.

Digital Experience Center at Pratt Institute I Product Designer

New York, NY I 09.2021 - 06.2023

- **Pratt Institute:** Employed Tobi Pro for unmoderated eye-tracking analysis on the site, resulting in 4 key usability recommendations and a 6% increase in submitted applicants.
- **Terra Foundation:** Analyzed mobile site traffic using Google Analytics and heat maps, identified usability issues, and crafted design revisions, achieving a 25% increase in grant applications submitted.
- NYCHA Capital Project: Conducted user testing to identify discoverability and accessibility issues, resulting in a 15% improvement in both metrics.
- **Broadway.com:** Created an on-brand design system, following Web Accessibility Guidelines (WCAG), that enhanced accessibility and improved navigability for the Broadway website.

OGA Wellness I Product Designer

Remote I 03.2022 - 12.2022

- As the sole product designer, led the design and launch of the Minimum Viable Product.
- Conducting user research and competitive analysis and developing user personas, design assets, and key pages. Achieved significant results: 355 email subscribers and 52 educators onboarded.

Curatorial Agency | Assistant Curator

Remote I 01.2020 - 08.2021

- Conducted thorough artist research and curated exhibitions, simultaneously managing social media platforms to increase engagement by 30%.
- Efficiently archived artist materials remotely and prepared exhibition files and content to ensure seamless execution and delivery of artistic vision.

CALM Lab UC Berkeley I Research Assistant

Berkeley, CA I 08.2017 - 12.2019

Conducted lab testing on stress's effect on impulsivity, supported questionnaire design, and data synthesis.

EDUCATION

Pratt Institute I M.S Information Experience Design

New York, NY I 2023

University of California, Berkeley I B.A Psychology

Berkeley, CA I 2019