

Rabab Rabbani

As a UX Designer, I use human-centered narratives to solve problems and empower people towards a better future through meaningful experiences.

rabbani.rabab@gmail.com

(206)-939-9782

rababbrabbani.com

EXPERIENCE

Microsoft Whiteboard - UX Designer (Sponsored Project)

Jan 2023 - Jun 2023

- Improving Microsoft's Whiteboard using AI as an intelligent integration that revolutionizes the brainstorming process and fosters seamless collaboration.
- Conducted research using wizard of oz, focus group and co-design to understand user behavior towards using AI chat tools like ChatGPT and Dall-E.
- Analyze data to translate customer and business requirements into well-designed products.
- Created new visual components for Whiteboard AI that adheres to Microsoft's Fluent 2 unified design system.

Carl Zeiss MediTech - UX Design Intern

Jun 2022 - Sep 2022

- Designed a clinical dashboard for an iOS application to help doctors diagnose eye degeneration by collaborating with designers, content writers and engineers.
- Redesigned product's information architecture and built UI mockups, that helped create consistency between devices, and improved the user interface to a universal design system.
- Presented design process, inspiration, and decisions to stakeholders and their impact on the customer.
- Conducted interviews with 5 stakeholders to provide actionable recommendations and new design goals to help improve UX of the product.

University of Washington - Graduate Student Researcher

Mar 2022 - Jun 2022

- Assisted Prof. Bjorling in synthesizing research findings for a VR project with the Seattle Public Library. The findings were used to co-design virtual reality environments intended to support teen mental health.

Design Cult Collaborative - UX Designer

Jan 2019 - Nov 2020

- Designed a platform for architecture student, that provides an interactive and collaborative environment to bridge the gap between professional and design education.
- Improved product website traffic by 14%, by build storyboards and prototypes using user-centric approach.
- Worked on end to end discovery and concept ideation, flows and wireframes, and full-fidelity prototype designs.
- Analyzed research through affinity diagramming to generate 20+ themes and build user scenarios.

EDUCATION

University of Washington, Seattle

Sep 2021 - Jun 2023

MS Human Centered Design and Engineering

School of Planning and Architecture, Delhi

Jul 2013 - Jun 2018

Bachelor of Architecture

SKILLS

Design: Design thinking, Accessible Design, Data Visualization, Design System, Flow Diagraming, Wireframing, Visual design, Conceptual Diagram, Service Design, Strategic Product Thinking.

Research: Participatory Design Research, Usability Testing, Competitive Analysis, Diary Study, Affinity Mapping.

Tools: Figma, Adobe Creative Suite, Javascript, HTML/CSS.