

Jasmine Sayed

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Product Designer & UX Researcher

PROFESSIONAL EXPERIENCE

User Experience Designer, *Microsoft*

Co-op · Apr 2026 – June 2026

- Redesigning AI agent-building platform interfaces in Figma, applying usability findings from prior co-op
- Contributing design system updates for developer-facing tools in collaboration with PMs and engineers

User Experience Researcher, *Microsoft*

Co-op · Jan 2026 – Mar 2026

- Led 8 moderated usability sessions on AI agent-building platform; uncovered a critical blocker affecting 100% of participants
- Designed study protocol and synthesized findings that informed engineering and design priorities

AI Product Design Intern, *DevSpot*

Internship · June 2025 - September 2025

- Designed messaging feature for AI product, from low-fi exploration through annotated specs for engineering handoff
- Created reusable design system components and recap reports that improved cross-functional handoff

UX Designer, *Iter8 Design Lab*

Contract · March 2023 - June 2025

- Delivered 15+ Figma prototypes across 8 client engagements including Amazon DX Hub and Conspire Commerce, spanning enterprise tools, gaming, e-commerce, and nonprofit sectors
- Designed investor and education pages for Nexstera Tech (climate tech startup); redesign contributed to \$65K seed funding round and 120% increase in investor engagement

KEY PROJECTS

MOMSAFE — AI-Powered Maternal Healthcare, *CHI 2025*

UX Researcher

- Conducted expert interviews with OB/GYNs and user research with expectant mothers to identify prenatal information gaps
- Designed AI chatbot concept that delivers personalized insights

Saksham — Inclusive EdTech for Neurodivergent Learners

Sole Designer & Researcher

- Designed adaptive learning platform with guided reading and customizable UI in Figma
- Published in TAGA 2026 Journal and Cal Poly Digital Commons

Nox+ — Privacy-First Identity Verification

Project Lead

- Led 4-person team through survey (n=96), 16 user interviews, and 2 contextual inquiries
- Designed a privacy-first verification platform with document redaction and transparent data management

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

LEADERSHIP & ACTIVITIES

Member, *Figma @ University of Washington*

- 1st Place, Figma Make Hackathon — Best Game Mechanics (2025)
- Contributing to collaborative design projects and community events

President, *UXFest SLO*

- Led Cal Poly's UX design hackathon with 140+ participants; managed 50 members across events, design, multimedia, finance, and marketing
- Held workshops on AI, career development, resumes, and portfolios, held community bonding events to support member growth

UX/UI Designer, *Hack4Impact*

- Designed 2 full-stack nonprofit apps (GoSee Foundation, Central Coast Coalition) collaborating with engineers and PMs

SKILLS

Design: Figma, Design Systems, Prototyping, Wireframing, Interaction Design, Visual Design, Information Architecture, Responsive Design, Adobe Creative Suite

Research: Usability Testing, User Interviews, Survey Design, Contextual Inquiry, Journey Mapping, Competitive Analysis, Heuristic Evaluation, Mixed Methods, A/B Testing, Affinity Mapping

AI: Human-AI Interaction, LLM Integration, AI Agent UX, Conversational Interfaces, Prompt Engineering, Responsible AI

Accessibility: Inclusive Design, WCAG 2.1, Cognitive Accessibility, Color Contrast

Tools: Maze, UserTesting, Dovetail, Miro, Notion, Cursor, Claude, ChatGPT, Python, R, HTML/CSS