

Hima Bijulal

Interaction Designer | UI/UX Designer

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Experience

New York University

Aug '22 - Present

Graduate Assistant

/Assisting in building documentation websites for The NEH-Grant and NYU DEH-funded project "Thinking with Moss".
/Curated, designed and facilitated design workshops to foster systems-based design thinking and prototyping for multi-disciplinary industry professionals
/Deep Understanding of various high-definition 3D scanning and macro photography techniques focused on bryophytes

K12 STEM Education, NYU

July '22 - Aug '22

Program Instructor

/Designed a STEM program and curriculum material for k-12 middle-school kids pertaining to topics of sound and related topics like Sound Fundamentals, Sound and Arduino, Sound Data visualization and Sound Art.
/Conducted multiple technical workshops on Arduino, Music Production, Audio Recording and Visualization Workshops which yielded a final project called "The Sound City" that brought together multiple sound-based projects to make one huge soundscape of modern day New York City.

Eben.work

Dec'20 - May '21

Growth Associate

/Part of the Market Growth team and played an active role in developing content for platforms such as LinkedIn, Instagram, and YouTube.
/Devised and implemented marketing strategy plans and for brand development and awareness
/Additionally, I was part of the Content Development IT division where I conducted Quality Assurance and Testing protocols to ensure the usability and functionality of the eBen platform and its services

KGT Communications

Dec'20 - May '21

IT Intern

/Part of a team that updated the existing patented PRODIGY platform for supply chain product lifecycle management solutions within the group.
/Web development and database integration using ASP.NET and SQL while still maintaining a strong emphasis on functionality, design, and usability.

Education

New York University, Tandon School of Engineering, Brooklyn, NY

Master of Science in Integrated Design and Media (Expected 05/23)

GPA: 3.7/4.0

American University of Sharjah, College of Engineering, UAE

Bachelor of Science in Computer Engineering (12/20)

Skills

Design Prototyping / Interaction Design Tools: Figma, Adobe Suite (InDesign, Adobe XD, Premiere Pro, Photoshop, After Effects), Balsamiq, Max/MSP

Languages/Frameworks: HTML5, CSS, Javascript (Vanilla, P5.js), Python, Java, Verilog, MATLAB, C++, C# (Unity), Kotlin, ASP.NET, Swift, SQL

Other: Microsoft Office Suite, Google Suite, Trello, Arduino, WordPress