

Jumana Suleiman

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EXPERIENCE

Associate UI/UX Designer - Plan Notice

Aug 2025 - Present

Sole designer across all company products, owning end-to-end UI/UX from research to handoff. Built fully interactive prototypes using **AI-assisted (Claude Code)** development, allowing stakeholders to validate designs before implementation. Conducted **user research** with key stakeholders, surfacing critical workflow gaps in our internal apps, then redesigned those flows to condense multi-step tasks into far fewer steps. Created detailed **documentation** for each feature, covering the key UI/UX decisions, their rationale, and a clickable prototype link to ensure seamless handoffs. **Restructured** a scattered DevOps knowledge base into an organized, stage-based system that was adopted across operations and developer teams.

Undergraduate Research Assistant - The University of New Orleans

Jan 2024 - May 2024

Designed **user-centered marketing materials** for VR chemistry lab courses, tailoring messaging/visuals to 3 demographics (students, educators, institutions) via survey insights.

IT Desk Consultant - The University of New Orleans

Jan 2024 - Dec 2024

Resolved technical issues across hardware, software, and network systems, supporting **500+ users**.

PROJECTS (github.com/JumanaCS)

Cosmic Closet (Mobile App) - (React Native, JSX, XCode, Expo Go, Android/iOS, Startup pitching) -

Social e-commerce platform for sustainable fashion. Product milestones included Competitive Analysis, Stakeholder Interviews (**14+** Stakeholders), and Prototyping. ***Won \$3,000 Social Innovation Prize at a startup competition**

Wild Bites (Unity Game) - (Unity, C#, Product Management, Agile/Scrum, Trello) -

Led development as Product Manager/Scrum Master for a cooking simulator. Showcased at university expo as **1 of 6 winning pitches** (selected from 20+ submissions).

ScholarUp (Mobile App) - (React Native, JSX, XCode, Expo Go, Android/iOS, UI/UX Design) -

Designed and developed a study app with flashcards, to-do lists, and a study timer. Followed **5 milestones**: Competitive Analysis, Stakeholder Interviews, StoryBoard, Paper Prototype, Digital Prototype. ***Awarded 1st place at InnovateUNO for the 'oral presentation section' and presented at The ULS Academic Research Summit.**

SKILLS

UI/UX Design: Wireframing & Prototyping, User Research, AI-Powered Prototyping, Interaction Design, Figma

Product: Agile/Scrum, Stakeholder Alignment, Sprint Planning, Requirements Documentation, Data Analysis

Programming: **Proficient with** Java, React Native, SQL, JSX, Git | **Familiar with** HTML, CSS, JavaScript, React

EDUCATION

The University of New Orleans - (Graduated May 2025)

Bachelor of Science in Computer Science - (GPA: 3.899/4.0 | *Honors*: Magna Cum Laude)

- ★ **Relevant courses:** Data Structures, Intro to Software Engineering, Mobile Application Development, Data Models and Database Systems, Fundamentals of Game Development, Advanced Game Development
- ★ **Awards:** Women in Computer Science Scholarship (2024-2025), President's Scholarship (2021-2025), Outstanding event of the year 2025 (BrainJam Hackathon), Software Engineering Certificate at UNO
- ★ **Extracurriculars:** ACM - Women's Chapter - (**President**), ACM - (**Officer**), International Game Development Association - (**Secretary, Marketing**), Keep UNO beautiful (**Recycling Ambassador**)