

# UMA MAWRIE

Visual Designer • UX Designer • Creative Technologist

New York, NY | 856-332-6934 | urm2003@nyu.edu

[Portfolio](#) • [LinkedIn](#) • [GitHub](#)

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## Education

### **New York University - Tandon School of Engineering**

*Expected May 2027*

B.S. Integrated Design & Media

Relevant Coursework: Interface Design, Programming, Ideation & Prototyping, Dataflow (Max/MSP + TouchDesigner)

## Creative Projects

### **"Unboxed" – Interactive Photography Installation** *Visual Designer + Interaction Designer* | [View Project](#)

- 1 out of 16 competitively selected to exhibit at NYU Bobst Public Domain Exhibition (October – December 2025), exploring how the myth and silent film of Pandora's Box connect to modern perceptions of femininity
- Designed three thematic View-Master photo reels that reinterpret Pandora's story through immersive, narrative-driven analog storytelling, using an early VR precursor to bridge classical mythology with modern interactive design
- Conceptualized and executed a multi-sensory installation that transforms a cautionary tale into a celebration of feminine curiosity and strength

### **Reground – Personal Ritual & Reflection App** *UX Designer + Creative Technologist*

- Designed a multi-module emotional regulation experience from concept sketches to high-fidelity prototypes, blending interaction and psychology to create emotionally resonant experiences
- Conducted user interviews to understand emotional needs, tone preferences, and comfort thresholds, translating insights into empathetic design solutions
- Crafted micro-interactions and transition animations that enhance user engagement and emotional connection

## Experience

### **Product Design Intern** | *Hospitality Analytics Cloud Services AI*

*McLean, VA | June – September 2025*

- Defined and designed UX for an AI-driven analytics dashboard from concept to implementation, improving data comprehension and workflow efficiency for technical users
- Produced responsive UI layouts across multiple breakpoints with refined visual hierarchy and updated interaction patterns aligned with modern design systems
- Collaborated closely with engineering teams to design machine-learning-powered dashboards for hospitality clients, translating complex analytics into visual insights for strategy and performance

### **Operations Assistant** | *Integrated Technology Strategies*

*Cherry Hill, NJ | January – August 2023*

- Designed and launched an internal KPI dashboard in Power BI, translating data into accessible visual stories

## Activities & Leadership

### **Teaching Assistant** | *Robofun* | *April 2025 – Present*

Introduced kids from Pre-K to Middle School to UI logic in robotics interfaces and working prototypes

### **Engagement Ambassador** | *NYU* | *September 2025 – Present*

Supported outreach for the 1831 Scholarship Fund; achieved a 50% pledge rate through strategic communication

### **Volunteer** | *Amnesty International* | *September 2023 – January 2025*

Created awareness materials for human rights campaigns; assembled 150 care packages for refugees

## Skills & Tools

**Design:** Wire Frames, Photo editing, Prototyping, User Flows, High-Fidelity Mockups, Visual Design, Motion and Sound Design, Micro-interactions, Design Systems, Accessibility, Typography, Color Theory

**Tools:** Figma, Adobe Creative Suite (Photoshop, Illustrator, After Effects, etc.), Max/MSP + Jitter, TouchDesigner, Power BI, Git/GitHub

**Technical:** JavaScript, React, HTML/CSS, SwiftUI, Python