

ANIKA NOOR

UX DESIGNER | UX RESEARCHER | PRODUCT DESIGNER

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UX SKILLS

RESEARCH

User interviews • Usability testing
• Research synthesis •
Competitive analysis • Personas •
Journey mapping

DESIGN

Interaction design • User flows •
Information architecture •
Wireframing • Prototyping •
Responsive design

TOOLS

Figma • FigJam • Adobe XD

EDUCATION

Bachelor of Science | BIOENGINEERING

University of Colorado Denver |
Anschutz Medical Campus
May 2019

CERTIFICATION

Google UX Design Professional Certificate

RESEARCH & ANALYSIS

Experimental design • Data
analysis • FlowJo • Flow
cytometry • MATLAB

HONORS

NSF S-STEM Scholar
NASA-COSGC Space Grant
Recipient
Colorado Merit Award

ADDITIONAL EXPERIENCE

Teaching Assistant

Community College of Aurora | 2016-
2017

Math Tutor

Community College of Aurora | 2016

PROFILE

UX designer and researcher with a biomedical engineering background and a research-driven approach to problem solving. Experienced in user research, interaction design, prototyping, usability testing, and translating complex user needs into clear, intuitive digital experiences.

SELECTED UX PROJECTS

Cake Creations | Responsive Bakery Experience

UX Research • Information Architecture • Interaction Design • Prototyping • Usability Testing

- Designed a responsive experience to help customers understand bakery offerings, find essential store information, and navigate special-order needs more easily.
- Conducted usability testing with 5 participants and translated observed behavior into design revisions and clearer information architecture.
- Reworked store-information placement after testing showed users expected key details within the About experience rather than relying on the footer.

Food Truck | Mobile Ordering Experience

User Research • User Flows • Wireframing • Prototyping • Iteration

- Designed a mobile ordering concept focused on simplifying menu discovery and the path from product selection to order completion.
- Mapped user needs into task flows, wireframes, and interactive prototypes, then iterated the experience based on usability considerations.

Money | Personal Finance Product Concept

Product Design • Interaction Design • Visual Design • Prototyping

- Created a personal-finance product concept emphasizing clear information hierarchy, approachable interactions, and easy-to-scan financial information.
- Developed interface patterns and high-fidelity screens in Figma to explore a cohesive, usable product experience.

RESEARCH EXPERIENCE

Research Assistant | University of Colorado Denver | Anschutz Medical Campus

NIH-funded Immunology & Translational Research | May 2018-May 2019

- Designed and executed experimental workflows, analyzed flow-cytometry data in FlowJo, and interpreted findings across biological and clinical datasets.
- Curated and analyzed de-identified clinical data, strengthening skills in research rigor, evidence synthesis, and data-informed decision making.

NASA-COSGC Space Grant Research

High-Altitude Biology & Sounding Rocket Projects | 2015-2017

- Contributed to experimental design, Arduino-based research, post-flight data analysis, and presentation of high-altitude biology research.

SELECTED HUMAN-CENTERED ENGINEERING

Assistive Drinking Device | SolidWorks

Designed a hands-free hydration device requiring minimal bite force, applying human-centered design principles to an assistive-technology problem.

Pacemaker Integration & Physiological Simulation Manikin

Applied prototyping, systems thinking, and iterative problem solving while developing a biomedical simulation system using SolidWorks, MATLAB, Python, and Arduino.