Spondon Siddiqui

Software Engineering and Interaction Design master's student

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Profile

Motivated student pursuing a Software Engineering degree with a complementary master's degree in Interaction Design at Chalmers. Strong theoretical and practical background in UI/UX design and front-end development.

Experience

Radio Lab SW Developer - Ericsson

June 2021 - August 2021

- Worked with 2 cross-disciplinary teams and had daily scrum meetings
- Researched what users needed and wanted from 2 tools they used
- Designed and developed a new view for one of the tools with React
- Designed a complete overhaul for the other tool with Figma

Designer and developer - Apex Todo List

2021

- Designed multiple interface variations iteratively using Figma
- Developed the app using Flutter and Dart
- Integrated a database in the back-end using SQLite
- Uploaded and deployed the app via Google Play Store

Designer and developer - Personal Webpage

2020

- Created my personal portfolio from scratch using HTML, CSS and JavaScript

Education

Interaction Design - Chalmers University of Technology

2020 - present

- Methodology, Graphical Interfaces, Information Visualization
- Gameplay Design, Game Development Project

Software Engineering - Chalmers University of Technology

2017 - present

- Agile Practices, Android Development, Web Development
- Object Oriented Programming, Data Structures

Merits

KTC Scholarship - Katrineholms Tekniska College

2016

Skills

UX design

User research | Wireframing

Prototyping | Usability testing

UI design

Web design | Responsive design

Vector Graphics | 3D Rendering

Programming

HTML | CSS | Java

JavaScript | Dart | React

Flutter | SQL | Git

Software

Figma | Photoshop

Blender | Unreal Engine

Soft skills

Problem solving | Teamwork

Communication | Presenting

Creativity | Iterative workflow

Languages

Swedish

English

Bengali

References

Available upon request