# Kabeer Andrabi

# **UX Designer** • Engineer

**UNIVERSITY OF CALIFORNIA. BERKELEY** 

Master of Design (UX for Emerging

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A UX Designer with 3 years of professional experience, blending engineering expertise with creative vision to craft innovative and inclusive solutions that address complex problems and induce joy into the lives of users.

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Aug 2022

Aug 2020

Jun 2022

Jan 2020

Jun 2020

Aug 2022

Dec 2022

Oct 2022

Nov 2022

Jul 2017

Jun 2020

Present

# WHERE I'VE STUDIED

Expected graduation Dec 23

**Technologies**)

June 2020

# **EXPERIENCE I'VE GAINED**

#### XR DESIGN TEACHING ASSISTANT | UC BERKELEY Berkeley, CA

Design, develop, and implement weekly classes for over 60 students in XR Design resulting in mastery of the subject.

#### UX DESIGNER | AMADEUS Bangalore, India

Designed, developed, and implemented the e-ticket exchange portal for 30,000 airline agents of Air Canada and Southwest, which lowered agent handling time by an average of 3 minutes and significantly reduced investments on training agents.

Architected a new agent desktop with the Director of Engineering that is expected to cut the agent processing time by more than 30% once implemented.

Created and established a new channel involving Airline Agent Trainers for user research and testing that reduced the testing costs by 17%.

Organized a series of global events which led to appreciation of UX in the company and a creation of a 5 person team in Amadeus, Bangalore.

#### QUALITY ANALYST INTERN | AMADEUS Bangalore, India

Developed a library for Air Canada that will automatically capture the website performance data based on a customer's interaction and simultaneously populate it on the analytics dashboard for easy understanding and interpretation.

# PROJECTS I'VE COLLABORATED ON

#### KARIGAR | PERSONAL PROJECT FOR SOCIAL IMPACT

A platform to connect marginalized artisans to the global handicrafts community, resulting in the preservation of heritage crafts and the empowerment of artisans.

### DECODING DATA CAPITALISM | MDES - UC BERKELEY

A speculative design for an XR headset that provides an alternative to today's economy of surveillance capitalism by giving users control over personal data commodification.

# MAKE A DIFFERENCE (MAD) | VOLUNTEERING FOR AN NGO

Designed, developed, and implemented weekly classes for over 80 high school students resulting in the education and empowerment of students.

#### **AWARDS I'VE RECEIVED**

**GRAND PRIZE - MIT MEDIA XR REALITY HACKATHON** 

**VELLORE INSTITUTE OF TECHNOLOGY, VELLORE** 

**Electronics and Communications Engineering** 

**1st place out of 70 teams** Jan 2023

#### MDES SHOWCASE AWARD

Won for a speculative design project Dec 2022

### **WHAT I KNOW**

Wireframing Rapid Prototyping Design Systems UI/ Visual Design Storyboarding Research & Strategy Speculative Design Usability testing Information architecture

#### **WHAT I USE**

Figma
Sketch 3
Axure RP
Zeplin
Fusion 360
Adobe Illustrator
Adobe Premium Pro
Photoshop
inVision
HTML/CSS
Javascript