

Muiz Sohani

2B BIOMEDICAL ENGINEERING

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LINKEDIN.COM/IN/MUIZ-S/

Skills

UX/UI Design

- HTML
- CSS
- JavaScript
- Sketch
- Photoshop
- Figma

Programming

- C#
- C++
- Arduino

Prototyping

- SolidWorks
- EAGLE
- 3D Printing

Education

University of Waterloo

Candidate for BAsC in Biomedical Engineering
Class of 2023

Relevant Experience

PROTOTYPE DEVELOPER

Ontario Digital Service

Jan. 2020 - May 2020

- Improved the license renewal process by developing a web app using React.js which increased user satisfaction by 20%
- Conducted usability tests and interviews while prototyping and developing the COVID-19 response page for Ontario.ca
- Developed data visualizations for the cases of COVID-19 using JS libraries to communicate the status of the virus in Ontario

DESIGN LEAD

Biotechnology and Bioengineering Conference (BioTEC)

Jan. 2019 - Present

- Hosting and marketing conference information through the development and maintenance of responsive webpages using HTML, CSS and JS
- Presenting graphic design ideas on Figma in an agile environment by wireframing prototypes to optimize design turnover
- Managing website versions with other developers via GitHub to increase development quality and productivity

RESEARCH OPERATIONS ASSISTANT

Trillium Health Partners

Jun. 2017 - Aug. 2017

- Collaborated with web developers to improve user experience for Trillium Health Partners' website
- Designed modules using Sketch to increase awareness of the benefits of the investments among shareholders
- Researched and presented solutions for disconnects in communication between departments and directors

MEDICAL DEVICE TESTING SPECIALIST

Focal Healthcare Inc.

Apr. 2019 - Aug. 2019

- Employed quality assurance methodologies to develop test cases that increased testing productivity by 50%
- Improved prostate cancer diagnostic process by rapidly prototyping tools to improve imaging system accuracy
- Reviewed specifications and requirements ensuring devices were operating according to ISO 13485 standards

Applied Projects

SENSORY BASED TOY

Sept. 2018 - Nov. 2018

- Designed a toy using agile design and UX processes to help non-verbal autistic children develop communication skills
- Improved user experience of toy by extracting actionable insights and user needs from customer interactions
- Quantified product success by testing prototype durability and user engagement to using surveys and drop tests

Achievements

CHACHRA FAMILY SCHOLARSHIP

Sept. 2018

One of two recipients awarded \$2000 for outstanding extracurricular and academic performance