

Shana Hadi

Designer, Developer, Storyteller

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Dedicated and wholehearted professional with 3+ years of experience applying human-centered design thinking to understand user needs and create effective solutions. Quick learner who specializes in interaction design, rapid prototyping, and front-end engineering for building all aspects of the user experience and user interface.

Education

Stanford University | Sept 2017 – June 2023

MS Computer Science, concentration in Human-Computer Interaction (HCI)

BS Computer Science and **BA English**, Honors in the Arts

Experience

Design Technologist @ Amazon | Jan 2024 – present | Seattle, WA

- Design, develop, prototype, and test customer-centered and innovative UI solutions as part of the product-feature development cycle, supporting current Amazon Devices such as the Echo Show and Fire TV
- Work in multidisciplinary teams across UX design, research, product, and frontend engineering to iteratively build prototypes to answer questions about the interaction design, usability, feasibility, and desirability of proposed Customer Experience Objectives (CXOs)
- Produce working prototypes for future features and devices that align with Amazon-brand guidelines and design patterns, with modern technologies such as JavaScript, HTML / CSS, C#, Python, Figma

Design Technologist Intern @ Amazon | June – Sept 2022 | Seattle, WA

- Designed and developed customer-centered UX prototypes for Amazon Devices such as the Echo Show and Fire TV, using Unity and artificial intelligence (AI) for motion detection

Software Engineering Fellow @ U.S. Census Bureau | June – Sept 2021 | Remote – Washington, D.C.

- Solo developed a full-stack web application for analysts to wrangle data and streamline census survey data processing (Python, AngularJS, HTML/CSS); a finalized version will reduce repetitive labor by 60-70%

Software Engineering Intern @ The Washington Post | May 2020 – Apr 2021 | Remote – Washington, D.C.

- Frontend: implemented Election 2020 result visualizations and internal tools (React, Node, HTML/CSS); researched, QA tested, and rapid prototyped website components; led several Storybook refactoring updates
 - Backend: wrote and tested data imports (Python), prototyped race call pipeline (DynamoDB, AWS)
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Projects

ARCH, a VR (Oculus Quest) Experience @ Meta's Global Historical Archive | Unity, C#, Figma

- UX research, rapid prototyping, narrative game design, and VR development, for corporate partner Meta

ML/NLP Analysis of Hugo and Nebula Best Short Stories | Python, Tableau, D3

- Text-mined 194 works (925k words, 123 authors) for computational literary criticism; visualized results

The History of You | React, Figma, Twine, Procreate

- UX research, web dev, and serious game design to explain intergenerational trauma and inspire healing
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Leadership

Course Assistant @ Stanford Computer Science (HCI) | Sept 2021 – June 2023

- Interaction design, game design, data visualization, product management, computational journalism
- Volunteer section leader for Stanford Code in Place 2021 and Girls Teaching Girls to Code 2018

Arts and Life Managing Editor @ The Stanford Daily | June 2019 – Jan 2020

- Managed section with 50+ writers, wrote articles, and headlined features; Reads desk editor 2018-19
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Skills

- Web development, mobile development, UX research, UX design, interaction design, rapid prototyping, product management, data visualization, social computing, game design, narrative storytelling, writing
- **Languages:** JavaScript (React/Typescript, Node, D3), HTML/CSS, Python (Django), Java (Android), SQL, C++
- **Software:** Unity, Amazon Web Services (DynamoDB, S3), Google Firebase, Figma, Tableau, Blender