

Ahmed Elhussiny

UX Researcher

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WORK EXPERIENCE

Consultant, User Research | C Space

September 2022 - Present

- Lead mixed method UX research for various clients such as Google, J.P. Morgan, and HPE, with an understanding of the strength and shortcomings of different research methods
- Work with senior executives on projects spanning developer experience, banking, and cloud tech to shape experiences that include omni-channel, AI bots, self-service, and more
- Synthesize raw data to create themes and trends which are used to callout salient insights in a digestible story
- Lead training sessions for new employees and onboard them to make sure they have an easy transition
- Plan and co-facilitate live workshops and strategy sessions

Associate Consultant, User Research | C Space

June 2021 - August 2022

- Manage online research communities and build impactful user stories to shape product strategy and design
- Lead research operation for all of my teams, offering a seamless experience for both the users and my teams
- Assist with designing mixed method research with support from senior researchers

UX Design Intern | The Glimpse Group

April 2020 - August 2020

- Designed a VR Desktop Interface, using InVision, with a focus on therapy, healthcare, and work collaboration
- Collaborated with Product Managers and Engineering team to discuss feasibility of the new designs
- Performed competitive analysis and brainstormed potential features such as asset control and various room settings
- Aided with road-mapping exercises for product direction

UX Research Intern | Department of Education

September 2019 - April 2020

- Leveraged qualitative and quantitative research methods to strengthen the user experience of the FSA website, which simplified the enrollment and loan processes
- Conducted extensive research on the mobile FAFSA form

UI Design Intern | U•Start

February 2019 - May 2019

- Worked with one Designer and three Engineers to design U•Start's web and mobile experience
- Designed research to find actionable insights

EDUCATION

Georgia Institute of Technology, College of Computing - 2022-2024

M.S., Human Computer Interaction
Track: Interactive Computing

New York University, Tandon School of Engineering

B.S., Integrated Design & Media
Track: Game & AR/VR Design
Minors: Psychology | Business

SKILLS

Tools: Figma · InVision · UserZoom Go · Recollective · Qualtrics · Miro · Mural · Unreal Engine 4 · Blender · Character Creator · Make Human · A-Frame · Motion Capture · Spark AR · MS Office

Research: Moderation · Survey Design · Usability Testing · Concept Testing · Message Testing · Research Operations · Contextual Inquiry · Heuristic Evaluation · Card Sorts · Competitive Analysis · Focus Groups · Diary Studies · Field Research · Journey Mapping · Storyboarding · Affinity Mapping · Insights synthesis · Storytelling

Languages: Arabic · Processing · HTML5 CSS3 · P5.js

AWARDS/PROGRAMS

Scholarship | HEOP

2017 - 2021

Offers academic and economic support to students who otherwise are unable to attend a tertiary educational institution.

Fellow | J.P. Morgan Chase & Co.

July 2014 - May 2017

The Fellowship Initiative is a college readiness program for people of color.