

Ibrahim Moazzam

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EDUCATION

University of Michigan

Ann Arbor, MI

Master of Science in Information: User Experience Research and Design

May 2025

- CGPA: 3.95/4.00
- Relevant Coursework: Advanced User Research in the Field, Needs Assessment and Usability Evaluation, Contextual Inquiry and Consulting Foundations, Fundamentals of Human Behavior, Interaction Design Studio, Designing Consumer Health Technologies, Web Design: Responsiveness and Accessibility, Intro to Accessibility, Graphic Design

Lahore University of Management Sciences (LUMS)

Lahore, Pakistan

Bachelor of Science in Computer Science

June 2023

- CGPA: 3.90/4.00
- Graduated with High Distinction and placed on the Dean's Honour List from 2019–2023
- Relevant Coursework: Advanced Programming, Software Engineering, Operating Systems, Data Structures, Algorithms

SKILLS

Languages & Frameworks: React, Next.js, TypeScript, JavaScript, HTML, CSS, Python, Node.js, Flask, Django, SQL

Tools & Libraries: Figma, Git, Docker, AWS, Storybook, Lighthouse, WAVE, aXe, Jira, Trello, Qualtrics

Development Practices: Agile, Responsive Design, REST APIs, Accessibility Audits (WCAG 2.2), Usability Testing, A/B Testing

WORK EXPERIENCE

LearningClues

Ann Arbor, MI

Frontend Engineer | UX Research & Accessibility

May 2024 – Present

- Drive product improvements for the mobile app by uncovering gaps and opportunities through generative and evaluative research, including 15 user interviews, 2 surveys, 12 usability tests, and competitive analyses
- Established a TypeScript-based design system library, standardizing components and visual patterns across all platforms
- Build scalable UI components in React and Next.js using Storybook, closely following Figma design handoffs to ensure consistency and responsiveness across platforms
- Lead accessibility audits and VPAT documentation across all systems, ensuring WCAG 2.2 AA compliance

University of Michigan

Ann Arbor, MI

Full Stack Software Engineer — Peer Instruction for CS Education (with Dr. Barbara Ericson)

May 2024 – Present

- Resolve UI issues in the Peer Instruction (PI) interface on Runestone to improve usability for students and instructors
- Designed and implemented a full-stack dashboard using React and FastAPI, enabling instructors to view real-time insights into learning outcomes from PI sessions
- Integrated an LLM into Runestone and engineered prompts to simulate a peer, enabling asynchronous PI functionality

Graduate Student Instructor — Web Design, Development, and Accessibility (with Dr. Colleen van Lent)

Aug. 2024 – Dec. 2024

- Supported 114 students with developing responsive and accessible web applications using JavaScript, HTML, and CSS through office hours and Piazza
- Reviewed and graded two exams, three assignments, and the final project to mentor students with meaningful feedback
- Conducted accessibility reviews of all course materials and handled accommodation requests for an inclusive experience

PROJECT EXPERIENCE

Portfolio Website

Aug. 2023 – Dec. 2023

HTML, CSS, JavaScript, WAVE, aXe DevTools

- Designed and developed a fully responsive portfolio website using HTML, CSS, and Vanilla JavaScript for a course project
- Integrated CSS animations and embeds in the mobile-first design to enhance the overall outlook of the website
- Complied fully with WCAG 2.1 AA standards and created alternate designs for users with reduced motion preferences

Fact Check Web Application

Jun. 2023 – Dec. 2023

React, Flask, Beautiful Soup, Cron, AWS EC2

- Built a Flask web scraper using Beautiful Soup to fetch fact-checked articles from SochFactCheck
- Automated article translation with a cron job and the Google Translate API, caching results for efficiency
- Created backend APIs to serve content in a web app designed for users with low digital literacy
- Developed a React app optimized for entry-level devices using server-side rendering, lazy loading, and infinite scroll