

MANISHA VIJAY

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EDUCATION

UNIVERSITY OF MARYLAND BALTIMORE COUNTY

Baltimore, MD

Bachelor's of Science in Information System's

May 2025

Master's of Science in Human Centered Computing

Expected December 2026

Relevant Coursework: Advanced Field Research Methodology, Assistive Technology and Accessibility Research, UI Prototyping and Development, Structured Systems Analysis and Design

WORK EXPERIENCE

UMBC College of Engineering and Information Technology

Baltimore, MD

Digital Content Coordinator

Sept 2025 – Present

- Design and maintain accessible, user-centered websites for UMBC's College of Engineering, aligning with institutional branding and ADA compliance standards
- Collaborate with the Dean's Office and 10-15 stakeholders to implement UI/UX improvements and support digital communication strategies
- Create digital assets using Adobe Creative Suite and Canva for targeted outreach across web, print, and social platforms
- Used analytics tools (e.g., Google Analytics) to evaluate engagement and inform content strategy across multiple channels

UMBC DoIT Technology Support Center

Baltimore, MD

Student Consultant

Jan 2023 – May 2025

- Provided technical assistance to 50-100 users weekly through phone, online, and in-person channels
- Resolved technical issues efficiently, creating and closing 50-100 tickets weekly in a Request Tracker system
- Applied analytical and problem-solving skills to troubleshoot a variety of user-facing challenges

UNIVERSITY PROJECTS

Student Driven AI Policy Making in Human Centered Computing

Jan 2025 - Present

Research Assistant | Dr. Yasmine Kotturi, Human Centered Computing

- Led participatory design workshops where students co-created generative AI policies and redesigned AI tools for design education
- Facilitated activities (e.g., zine-making, Think-Pair-Share, interface prototyping) to support collaborative UX and policy development
- Conducted qualitative research through interviews, transcripts, and surveys to analyze student perspectives on AI integration
- Co-authored research paper for CHI 2026, contributing to design artifacts, data analysis, and ethical UX recommendations

Feline Informatics Reporting System

Sept - Dec 2024

- Lead the design of user interface prototypes, physical process flows, and data models for a system addressing a Trap Neuter Release service for the Campus Cat Rescue organization, Gritty Kitties
- Developed UI prototypes during an iterative design sprint to improve user interaction and streamline processes, ensuring an intuitive experience for both volunteers and administrators
- Collaborated with team members to align the system design with user requirements and organizational goals through user interviews and needs finding

TECHNICAL SKILLS

UX Design: Prototyping, Wireframing, User Research, Usability Testing

Programming: Java, HTML, CSS, SQL, Python, C++

Software: Figma, Final Cut Pro, Tableau, Oracle XE, SQLDeveloper, Google Suite, Microsoft Office, Canva, GarageBand