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: Database Application Design, Web Design: Responsiveness and Accessibility, Advanced User Research in the Field, Needs Assessment and Usability Evaluation, Contextual Inquiry and Consulting Foundations, Interaction Design Studio, Principles of Software Design for Learning

Lahore University of Management Sciences (LUMS) — **Lahore, Pakistan**
Bachelor of Science in Computer Science — *Jun. 2023*
- CGPA: 3.90/4.00 (Graduated with High Distinction)
- Relevant Coursework: Advanced Programming, Software Engineering, Operating Systems, Data Structures, Algorithms

SKILLS

Languages & Frameworks: React, Next.js, TypeScript, JavaScript, HTML, CSS, Python, Flask, Django, Node.js, PostgreSQL
Tools & Libraries: AWS (Lambda, S3, SQS, DynamoDB, RDS), Docker, Git, Claude Code, PostHog, Storybook, axe, Figma, Jira
Development Practices: REST APIs, Serverless, Agile, Responsive Design, Accessibility Audits, Usability Testing, A/B Testing

WORK EXPERIENCE

LearningClues — **Brooklyn, NY**
Product Engineer & Accessibility Lead — *May 2024 — Jun. 2026*
- Architected an end-to-end D2L Brightspace integration that authenticated via OAuth and chained Python Lambdas through SQS to fetch, deduplicate, and store course content in S3, automating daily indexing with zero instructor effort
- Spearheaded a ground-up refactor of the quiz-taking platform, standardizing 100+ React components across 13,000 code changes to improve responsiveness, strengthen accessibility, and streamline app initialization
- Engineered bulk actions on the Admin Dashboard by pairing React multiselect with batched Flask REST APIs writing through SQLAlchemy to PostgreSQL, cutting course setup time for university admins by up to 90%
- Drove UX improvements across products by uncovering gaps through customer feedback and user research, including 36 interviews, 25 usability tests, and 7 surveys, then shipping the resulting fixes to production
- Led accessibility audits and VPAT documentation across all systems, ensuring WCAG 2.2 AA compliance

University of Michigan — **Ann Arbor, MI**
Software Engineer — *May 2024 — Sep. 2025*
- Resolved 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 ChatGPT into Runestone and engineered prompts to simulate an asynchronous PI peer

Graduate Student Instructor — *Aug. 2023 — Dec. 2024*
- Supported 354 students building web applications with JavaScript, CSS, and Django through tutorials and office hours
- Led discussion sections for 113 students, earning a 95.3% student satisfaction rating
- Conducted accessibility reviews of all course materials and handled accommodation requests

PROJECTS

Fossil Design — *Open-Source Agentic Design System* — *Sep. 2026 — Present*
- Architected a token pipeline and two-way Figma sync compiling 157 design tokens into CSS, TypeScript, lint rules, and 136 Figma variables, designed as a forkable template any team can rebrand in 6 documented steps
- Built 20 accessible React components with 392 automated tests, achieving zero axe violations across 70 Storybook stories and passing all 38 WCAG 2.2 AA contrast checks in light and dark mode
- Authored agent-readable documentation and 7 ESLint/Stylelint rules that block off-system code, enabling Figma Make to generate on-system UI from bundled guidelines
- Published four npm packages and a docs site, with CI running lint, type, test, and consumer-app checks on every PR