

# Sara Farhat

I am a designer based in Seattle. I am passionate about designing products that have a positive impact on our social, political and environmental structures.

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## EXPERIENCE

### Trimble, Seattle — Senior UX Designer

MAY 2022 - PRESENT

- Leading the design of the new generation HR management software. Producing low and high-fidelity prototypes to communicate designs with stakeholders. Conducting user research and usability testing with customers to understand their needs and improve the user experience.
- Collaborating with cross-functional teams across Trimble to design components for Modus Design System.
- Led a workshop to define design principles for our design team.

### Sound Transit, Seattle — UI/Visual Designer

JANUARY 2020 - APRIL 2022

- Led the design of the Sound Transit website and online tools such as trip planner, schedules, and stations pages.
- Managed and maintained Sound Transit's design system.
- Collaborated with a team of designers and product managers and launched on site and digital experience for Roosevelt Station Opening.

### Handstand Quest, Seattle — UX Designer

SEPTEMBER 2018 - JANUARY 2020

- Worked closely with a small team of developers (startup) and designed an iOS application to help handstand enthusiasts practice handstands and track their progress.
- Conducted usability testings and introduced several new changes to improve user experience including workouts and stats.

### Formotus, Seattle — UX Designer

SEPTEMBER 2015 - AUGUST 2018

- Led the design of a form builder to allow customers to build business applications and collect data.
- Redesigned both web and mobile apps and improved user experience for our customers.
- Conducted several user interviews and prototype testing sessions.

### Attendible, Seattle — UX Designer

JULY 2012 - AUGUST 2015

- Led the design of both web and mobile apps for Attendible and supported the launch of both web and mobile applications..
- Conducted user interviews and usability tests to improve user experience.

## SKILLS & TOOLS

**Design Methods:** Low and High-Fidelity Prototyping, Information Architecture, Design Systems, User Research, Prototype Testing, Accessibility

**Design Tools:** Figma, Sketch, Adobe XD, Illustrator, Invision, Mural, Miro, Balsamiq

**Coding:** HTML5, CSS, Javascript

## EDUCATION

**University of Washington, Seattle**  
Master's Degree Human Centered Design and Engineering

**American University of Beirut**  
Bachelor's Degree Architecture

## CERTIFICATIONS

**General Assembly, Seattle**  
Front-End Web Development

**School of Visual Arts, Seattle**  
Accessibility for Websites & Applications

## LANGUAGES

**English:** Written & Spoken  
**Arabic:** Written & Spoken