

# Jannah Mokhtar

Interactive Designer, UX/UI | +971 55 145 7230 | [ja4343@nyu.edu](mailto:ja4343@nyu.edu) | [jannahmokhtar.com](http://jannahmokhtar.com)

## Education

**New York University Abu Dhabi** 2021-2025

B.A. in Interactive Media and Business, Organizations, and Society | GPA: 3.85

**Lycée Français International de Dubai** 2021

French Baccalauréat with High honors | GPA: 4.0

## Technical Skills

**UI/UX & Design:** Figma, Adobe Creative Suite (Photoshop, Illustrator, XD), Wireframing, Prototyping

**Web & Interactive Development:** HTML5, CSS3, JavaScript, Unity (C#), Python, C++, VR/AR (Unity, Styly.cc), Interactive Installations

**Creative Technology & Digital Media:** TouchDesigner, Blender, Rhino, Grasshopper, p5.js, MaxMSP, Hydra, TidalCycles, Ableton Live

**Fabrication & Spatial Production:** Laser Cutting, 3D Printing, Exhibition Installation, Technical Setup

**Data & Analytical Tools:** SQL, Tableau, STATA, Excel (Advanced), Bloomberg Terminal

**Languages:** Arabic (Native), English (Fluent), French (Fluent), Spanish (Intermediate)

## Professional Experience

**Interim Capability-Building Programs Coordinator | 421 Arts Campus** 2026-present

- Coordinated end-to-end delivery of creative programs, aligning timelines, stakeholders, and outputs.
- Acted as a central point of communication across artists, partners, and internal teams.
- Managed onboarding, documentation, and workflows to support seamless program experiences.

**Game Developer | Post-graduate Practical Training Program, NYUAD CGSB** 2025

- Designed and delivered a user-centered VR experience in Unity, leading UI/UX design, interaction flows, and gameplay logic from concept to deployment within 5 weeks.
- Developed wireframes and interaction systems to guide user experience and engagement. Collaborated with a multidisciplinary team to align design, development, and educational objectives.

**AI and Design Trainer | Al Ain Innovates, UAE University** 2025

- Led workshops on design thinking and rapid prototyping for 30+ participants. Guided teams through processes ideation, user-centered design, and pitching interactive solutions.

**Production Assistant and Programs Student Assistant | NYUAD Art Gallery** 2024-2025

- Collaborated with cross-functional teams (designers, curators, developers) to deliver interactive and digital exhibition experiences. Supported the integration of digital interfaces and technical components within exhibition environments.

**Interactive Media Lab Assistant | New York University Abu Dhabi** 2022-24

- Supported 200+ users per semester in a creative technology lab, assisting with prototyping, design tools, and technical workflows. Assisted in the setup and execution of interactive exhibitions and digital installations. Troubleshoot technical issues and ensured delivery of user-facing interactive experiences.

**Creative Technology Intern | Geeniuc Games, Masdar City Abu Dhabi** 2023

- Designed and prototyped interactive digital experiences, focusing on UX/UI, user flows, and engagement mechanics.
- Collaborated closely with developers to translate design concepts into functional products. Contributed to product strategy by balancing user needs, technical feasibility, and educational goals.

## Exhibitions & Projects

**"Sofra", an Interactive Installation | NYUAD** 2025

- Designed an end-to-end user experience (UX), including user journeys, interaction flows, and usability iterations. Prototyped and iterated on user interactions to enhance usability and immersion. Delivered a multi-sensory installation experienced by 500+ visitors.

**"Love is What Prevents Tongues From Speaking" | Louvre Abu Dhabi** 2024

- Designed and developed an interactive digital experience using JavaScript and Python. Focused on interaction design, responsiveness, and user engagement. Delivered an installation engaging 200+ users.

**"Cradle", 3D-printed wearable jewelry | Dubai Design Week 2025** 2025

- Designed parametric 3D models using Rhino and Grasshopper. Applied digital design principles to create a physical product exhibited publicly.