

Abdulahman Qureshi

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SUMMARY

Product designer and creative technologist with 0→1 experience designing physical-digital and AI-assisted products through user research, interaction design, embedded hardware, and full-stack prototyping.

EDUCATION

New York University

Bachelor of Science in Integrated Design and Media

New York, NY

Sep. 2022 – May 2026

PROJECTS

MonoScribe – Product Designer and Developer

Spring 2026

Independent Project

New York, NY

- Led 0→1 development of a distraction-free physical-digital writing device, combining a 7.5-inch E-Ink display, embedded hardware, keyboard-first interaction design, and a custom 3D-printed enclosure.
- Designed and prototyped the end-to-end experience—from note creation and file navigation to optional AI-assisted workflows—using Raspberry Pi, ESP32, Python, Arduino, CAD, and rapid fabrication.

Seed Dropper System – Designer and Developer

Spring 2026

Independent Project

New York, NY

- Repurposed a broken 3D printer into an automated seed-planting proof of concept, reusing its X/Y motion system to position a custom seed-release mechanism at programmed coordinates.
- Designed and iterated the hardware-software system—including a 3D-printed hopper, servo-controlled gate, ESP32 controller, Python interface, and G-code workflow—to improve seed flow, alignment, and repeatability.

Signal – Product and UX Designer

Spring 2026

Independent Product Design Project

New York, NY

- Designed a cross-platform trust-and-safety concept that helps users evaluate suspicious AI-generated political content through in-feed labels, evidence panels, and pre-share warnings.
- Led product discovery and iterative UX design through competitive research, personas, journey mapping, wireframes, high-fidelity Figma prototypes, and usability testing—prioritizing transparency, user agency, and explainable AI.

Subtext – Design Engineer

Jun. 2025 – Aug. 2025

Startup Project

New York, NY

- Engineered Subtext, an AI Chrome extension that helps users refine and rewrite prompts directly inside ChatGPT.
- Developed scalable backend systems with FastAPI, Firestore, and Redis; designed modular analysis panels that make AI interaction more intuitive and transparent.

Hermes Lens – Software Engineer

Jan. 2023 – May 2023

NYU General Engineering Final Project

New York, NY

- Designed Hermes Lens, a real-time OCR translation device that bridges language barriers through vision and embedded computing.
- Developed a compact on-device pipeline with Raspberry Pi and OpenCV for instant text detection and projection onto a micro-OLED display.
- Recipient of the 2023 Gunter Georgi Award for Outstanding General Engineering Design.

EXPERIENCE

Design Lab Technical Assistant – NYU

May 2025 – May 2026

New York University

New York, NY

- Provided technical support and one-on-one coaching to students, staff, and faculty across 3D printing, laser cutting, soldering, microcontrollers, and basic electronics.
- Operated and maintained prototyping equipment, including 3D printers and laser cutters; performed calibrations and created quick-start guides and safety checklists.
- Co-planned and facilitated hands-on workshops on CAD fundamentals, rapid prototyping, and interactive hardware, improving lab readiness and student project throughput.
- Assisted Print Services with file preparation, material selection, and production timelines to ensure consistent output quality.

SKILLS

Languages: Python, JavaScript, TypeScript, HTML/CSS, Bash

Frameworks/Libraries: React, Node.js, FastAPI, Flask, OpenCV, MediaPipe, P5.js

Tools/Platforms: Git, GitHub, Firebase, SQLite, Redis, Tauri, Vercel, Netlify, Azure

Hardware/AI: Raspberry Pi, ESP32, Arduino, sensors, camera modules, OLED/LCDs, 3D printing, OpenAI API, Ollama, OCR

Design: Figma, Blender, Adobe Suite, Fusion 360, Cura, Lens Studio