

Parys Khazaie

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(617)584.9283
San Francisco, CA

Product designer with a focus on building accessible, collaborative, and impact-driven experiences. Skilled in responsive design, iterative prototyping, and building with CMS platforms. Passionate about building thoughtful, intuitive solutions that serve diverse communities.

CERTIFICATIONS

Open Tree Education 2/23-4/23
Professional Mentorship Program
Agile Software Engineering
Los Angeles, CA (remote)

Le Wagon Paris 7/22-9/22
Web Development Bootcamp
Paris, FR

EDUCATION

New York University | Gallatin 8/18-5/22
Concentration in social entrepreneurship and political science
New York, NY

VOLUNTEER WORK

Out in Tech 11/23-present
Los Angeles, CA (remote)

Her Idea 2/23-present
San Francisco, CA (remote)

Kitt Crusaders 10/22-present
Los Angeles, CA

TECHNICAL SKILLS

>Product Design

- + Figma (wireframing, prototyping)
- + User-Centered Design
- + Accessibility Compliance
 - WCAG 2.1
 - ADA

> Front-End Development

- + React
- + TypeScript
- + JavaScript
- + HTML5
- + CSS3

> Marketing Communications

- + Canva
- + Adobe Creative Suite
- + Google Analytics
- + Mailchimp Email Marketing

> Communication & Management Tools

- + Miro
- + Discord
- + Asana
- + Slack

RELEVANT EXPERIENCE

UX Researcher & Designer 7/25-present
Tharro Labs
New York, NY (remote)

- + Led weekly client workshops to refine responsive design iterations and align on GTM strategies.
- + Implemented ADA/WCAG friendly standards and applied development best practices reducing prototyping time by 30%.
- + Conducted in-depth user interviews to guide feature design for a matchmaking application powered by artificial intelligence.

UX Researcher 4/25-present
Out in Tech RUXSTARS 2025
USA (remote)

- + Conduct user interviews, surveys, and competitive analysis to uncover key challenges impacting LGBTQ+ users in digital spaces.
- + Collaborate with designers and developers to co-create inclusive product strategies based on a 26-week research roadmap.
- + Synthesize qualitative insights into personas, journey maps, and key opportunity areas to inform user-centered design decisions.

Web & Product Designer 2/23-present
Her Idea
San Francisco, CA (remote)

- + Directed the overhaul of the NGO's web and mobile design, proactively improving UI/UX, cross-platform functionality.
- + Led a team of 3, delivering Figma mockups and visuals that incorporated user feedback and boosted satisfaction by 80%.
- + Applied ADA/WCAG solutions in site audit, optimizing inclusive UX design by 40%, driving compliance accessibility.

Design & Communications Intern 4/25-7/25
Terasaki Institute for Biomedical Innovation
Los Angeles, CA

- + Outlined and wrote cross-platform newsletters, press releases, and social media posts with a focus on typography and design.
- + Created branded assets for events using Canva, Adobe Creative Suite, and Figma to enhance audience engagement.
- + Planned events, produced promotional content, and gathered post-event materials for internal review and storytelling.

PMP Mentee 2/23-4/23
OpenTree Education
Los Angeles, CA (remote)

- + Collaborated in an 8-week Agile program to develop a core feature using React, Node.js, Express, and MySQL.
- + Contributed to weekly Sprint reviews on Miro, supporting alignment with UI/UX best practices and iterative improvements.