

YASMEEN BELHAJ

Front-End & Interactive Developer | Creative Technologist

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PROFILE

Final-year Digital Media student at the University of the West of England, building responsive web interfaces and real-time interactive experiences with React, TypeScript, Next.js, Unity and C#. Recent project work includes a Unity-based spatial reconstruction system with state-driven camera transitions, layered media interfaces and evidence-led interaction design. Brings front-end development, creative technology, research-led UX and professional case-management experience in structured analysis, issue resolution and stakeholder communication. Seeking a graduate front-end, UI engineering or interactive developer role.

CORE COMPETENCIES

- **Front-End:** React, Next.js, TypeScript, Tailwind CSS, responsive layout and component-based UI
- **Interactive Systems:** Unity, C#, scene state management, camera transitions, navigation logic and media overlays
- **Information Design:** Structuring complex research, source material and evidence into clear digital experiences
- **UX & Accessibility:** Interface decisions shaped by usability, accessibility, ethical constraints and visual hierarchy
- **Problem Solving:** Debugging build issues, simplifying interaction logic and resolving technical blockers

TECHNOLOGIES

- **Languages:** JavaScript, TypeScript, Python, C#
- **Web:** HTML, CSS, React, Next.js, Tailwind CSS, Framer Motion
- **Interactive:** Unity, AR Foundation, Three.js, WebGL, p5.js
- **Tools:** GitHub, VS Code, Netlify, Figma, Blender, Maya

SELECTED TECHNICAL PROJECTS

Interactive Spatial Reconstruction - Visualising Truth

Unity · C# · Spatial UX · Evidence Interface · Media Systems

- Designed and built a Unity-based interactive reconstruction that organises fragmented visual evidence into a six-moment spatial-temporal experience.
- Developed state-driven camera transitions between bird's-eye overview and local scene states to communicate sequence, movement and spatial relationships.
- Implemented a layered evidence interface using moment panels, in-scene markers and a reusable media overlay for text, image and video sources.
- Resolved built-application video playback issues through StreamingAssets-based loading, direct RawImage assignment and aspect-ratio handling.
- Applied restrained visual and interaction design so sensitive material remains inspectable without turning evidence into spectacle.

Personal Portfolio Website

Next.js · React · TypeScript · Tailwind CSS · Framer Motion · Netlify

- Designed and built a responsive portfolio website using Next.js, TypeScript, Tailwind CSS and Framer Motion, aligned to a personal brand system.

- Implemented project routing, responsive navigation, animated UI states, project cards and a contact/CV flow for portfolio review.
- Deployed through Netlify with GitHub-based version control; preparing additional project case studies for publication.

Data-Driven AR Experience - Palestine: Lit by Loss

Unity · AR Foundation · C#

- Developed a mobile augmented-reality application visualising real-world datasets through dynamically generated AR content.
- Implemented performance-aware object generation and interaction systems for exploring data within an immersive spatial environment.

PROFESSIONAL EXPERIENCE

Project Coordinator (Volunteer) - B Squared Studio

May 2024 - Present

- Coordinate timelines, task tracking and communication to support the delivery of creative studio projects.
- Facilitate collaboration between contributors and stakeholders, keeping priorities, progress and expectations aligned.

Freelance Digital Illustrator - Self-Employed

April 2022 - Present

- Produce client-commissioned digital illustrations, translating briefs, references and feedback into finished artwork.
- Refine visual concepts through iterative communication, balancing creative direction with client requirements.

Case Manager - Department for Work and Pensions

November 2017 - June 2023

- Managed a high-volume caseload involving complex claims, documentation review and internal system records.
- Analysed case histories to identify inconsistencies, resolve discrepancies and support accurate payment outcomes.
- Communicated decisions clearly and collaborated across teams to investigate issues and improve case progression.

EDUCATION & DEVELOPMENT

BSc Digital Media - University of the West of England

September 2020 - Present (Part-time)

- Predicted Grade: First Class
- Relevant Modules: Creative Coding · Interaction Design · User Experience · Graphic & Web Design · Creative & Physical Computing · Media Production (Unity) · Design Enterprise Studio
- Final-Year Project: Visualising Truth - Interactive Spatial Reconstruction (Unity, C#, spatial interface design, evidence/media systems)

Dell Technologies STEMAspire Mentorship Programme - Selected Mentee (Current)

UWE - SHAPE Summer Exchange School - Hong Kong (2024)

Python Skills Bootcamp - HyperionDev (2023)