Subhan Nadeem

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ACADEMIC PROFILE

Geoinformatics graduate with a strong focus on GIS, remote sensing, spatial analysis, and geospatial data science, with research interests in urban climate, land-surface temperature, and sustainable urban planning. Alongside this, I bring six years of UI/UX design experience, which strengthens my ability to turn complex spatial and research data into clear, usable visual interfaces and geospatial products.

EDUCATION

Bachelor of Science (BS) in Geoinformatics | Pir Mehr Ali Shah Arid Agriculture University, Rawalpindi, Pakistan | 2018–2022

- Final Year Project: Urban Heat Island and Land Surface Temperature Analysis in Islamabad–Rawalpindi.
- Relevant coursework: GIS, Remote Sensing, Photogrammetry, Spatial Data Analysis, Geostatistics, Cartography, Geodesy, Climate Change.

RESEARCH & PROJECT EXPERIENCE

Urban Heat Island and Land Surface Temperature Analysis in Islamabad–Rawalpindi | Final Year Project

- Studied how urban growth affects land-surface temperature and green-space distribution across Islamabad–Rawalpindi.
- Used multi-temporal Landsat imagery, LULC classification, land-surface temperature analysis, and NDVI to compare changes in land cover, vegetation, and temperature and identify urban heat-island patterns.

Sentinel-1 SAR Flood Analysis — Pakistan 2022

- Compared surface-water conditions before and during the 2022 Pakistan floods using pre-flood and peak-flood Sentinel-1 SAR imagery.
- Processed and analyzed SAR data in Google Earth Engine and Python to map changes in surface-water conditions during the flood event.

Phoenix NDVI–LST Urban Heat Analysis — 2001 to 2024

- Studied changes in vegetation and urban heat in Phoenix, Arizona from 2001 to 2024 using Landsat imagery, NDVI, and land-surface temperature analysis.
- Compared vegetation and temperature patterns across the two time periods to understand long-term urban heat change.

Toronto 15-Minute City Accessibility Analysis

- Assessed pedestrian accessibility around Union Station using OpenStreetMap data with Python, OSMnx, and NetworkX.
- Used graph-based routing and time-weighted street segments to create a 15-minute walking isochrone showing the area reachable on foot.

TECHNICAL SKILLS

- **Programming & Geospatial Data:** Python for geospatial analysis, OSMnx, NetworkX, OpenStreetMap.
- **GIS & Research Tools:** QGIS, ArcGIS / ArcGIS Pro, Google Earth Engine, cartography, thematic mapping, digitization, georeferencing.
- **Remote Sensing & Data Analysis:** Landsat processing; Sentinel-1 SAR; LULC classification; NDVI; land-surface temperature; environmental spatial analysis. ChatGPT, Claude, AI-assisted GIS analysis, dashboard data visualization.
- **UI/UX:** Figma, Adobe xd, Wordpress.
- **Languages:** Urdu, English.

PROFESSIONAL EXPERIENCE

UI/UX Designer | BestHive | Remote | Sep 2025–Present

• Design web and mobile interfaces, wireframes, prototypes, and dashboards, with a focus on clear user flows and data visualization. Work closely with developers to keep designs responsive, accessible, and consistent.

UI/UX Designer | CueBytes | Remote | May 2024–Sep 2025

• Designed web interfaces, wireframes, prototypes, and layouts for digital products. Worked with remote development teams to improve usability, accessibility, and visual clarity.

CERTIFICATIONS & PROFESSIONAL COURSES

ArcGIS Pro Basics — Esri • Getting Started with GIS — Esri