

<b>Current Role</b>	Junior Product Designer at <a href="#">Noon</a>
<b>Skills</b>	User Research, Wireframing, Prototyping, User Testing, Interaction Design, Logo Design, Photography, Filmmaking, Video Editing
<b>Technologies</b>	Figma, Photoshop, Illustrator, Invision, Miro, Zeplin, Notion, Webflow, FinalCut Pro
<b>Languages</b>	HTML, CSS, JavaScript

## Experience

**Noon E-commerce (Junior Product Designer)**  Nov 2022 – Present

[UI Design](#) [User Experience](#) [User Research](#) [Infographics](#) [Presentations](#)

- Designed diverse products for web, mobile, and PDA devices, incorporating user-centered design principles and ensuring optimal user experience.
- Created visually appealing and informative infographics for streamlining on-ground processes, facilitating easier understanding for both newcomers and stakeholders.
- Developed engaging presentations showcasing product designs, effectively communicating design concepts, and highlighting key features and benefits to stakeholders and clients.

**Upwork (Freelance Product Designer)**  Aug 2022 – Present

[Figma](#) [User Research](#) [Wireframing](#) [Prototyping](#)

- Worked on a few professional UI/UX projects.
- Created Interactive Prototypes, Low High-Fidelity Wireframes, logic flows, visual design.
- Designed logos and brand identity.

**Freelance (Filmmaker/Film Editor)**  May 2014 – Aug 2018

[Photography](#) [Filmmaking](#) [Video Editing](#)

- Shot and edited 100+ videos, live events, commercials and a few underground music videos.

## Freelance (Graphic Design)

Dec 2017 – Nov 2019

Photoshop Illustrator Logo Design Filmmaking Video Editing

- Designed logos, posters and various social media content for multiple clients.

## Internships

### ITI Smart Village (UI/UX Intensive Training program)

Aug 2022 – Nov 2022

Figma Adobe XD Photoshop Illustrator User Research Wireframing Prototyping

- 3-month intensive course in UI/UX methodologies and technologies.

### Udacity Nano Degree (Advanced UX Design)

March 2022

Figma User Research Wireframing Prototyping

- Created Game Spark Case Study as the final project for the course.

### Udacity Nano Degree (Professional Front-End Web Development)

Feb 2022

HTML CSS JavaScript Bootstrap

- Implemented websites and landing pages from concept through deployment.
- Standardized all output with a new, responsive, mobile-first approach and strategy.

## Education

### Tanta University (Bachelor in Engineering)

Sept 2015 – Sept 2020

Principles of Design Project Management Presentation Skills

- Architecture taught me the core principles of designing for the client.
- From here, my empathetic personality and creative flair drove me to the UI/UX design field.