

KHEDIR AKRAM

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SUMMARY OF QUALIFICATIONS

- Strong communication skills in both English and French, enabling effective collaboration in multicultural teams.
 - Master's in Software Engineering and Information Processing with a solid understanding of digital product development.
 - Skilled in UI/UX design, visual design, and prototyping, with hands-on experience creating engaging user interfaces for web and mobile platforms
 - Proficient in Figma, Adobe Illustrator, Adobe Photoshop, and other modern design tools.
 - Knowledgeable in front-end development concepts (HTML, CSS, JavaScript) to facilitate collaboration with developers.
 - Experienced in Agile methodologies, ensuring efficient and iterative design processes.
 - Strong ability to design, manage, and optimize user flows and information architecture.
 - Understanding of user research, usability testing, and accessibility principles.
 - Confident in using Microsoft Office, Google Workspace, and collaboration tools such as Notion, Trello, and Slack.
 - Passionate about creating meaningful digital experiences that combine functionality, aesthetics, and innovation.
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SKILLS & EXPERIENCE**Design Expertise**

- Proficient in UI/UX design, wireframing, prototyping, and user-centered design principles.
- Skilled in transforming complex ideas into intuitive and engaging digital experiences.
- Strong understanding of responsive design, design systems, and interaction design.

Tools & Technologies

- Figma, Adobe XD, Photoshop, Illustrator, Miro, Notion, Trello.
- Experience with HTML/CSS, JS, Java and ReactJS for design implementation and collaboration with developers.

Professional Experience

- Delivered mobile and web interfaces for startups and freelance clients across Europe, USA and Algeria.
- Designed complete UI/UX flows, conducted usability testing, and iterated based on feedback.
- Collaborated with cross-functional teams to align product goals with user needs.
- Led and mentored design teams in GDSC UMBB, promoting best practices and design thinking.

Creative & Analytical Skills

- Strong visual sense with attention to detail, color theory, and typography.
- Problem-solving mindset with an ability to analyze user behavior and improve usability.
- Experienced in creating design presentations and client-ready mockups.

Soft Skills

- Creative, organized, and adaptable in fast-paced environments.
- Excellent communication and collaboration abilities.
- Passionate about learning new design trends and technologies.

EXPÉRIENCE PROFESSIONNELLE

Freelance UI/UX Designer

Mars 2024 – présent

Ibnisina Com, France

- Designing intuitive and visually appealing interfaces for web and mobile platforms.
- Collaborating with clients to translate business needs into functional user experiences.
- Conducting user research and usability testing to improve design quality.

Part-time UI/UX Designer

May 2023 – October 2023

Weoneit, Alger, Algeria

- Designed and improved digital products focusing on usability and user satisfaction.
- Collaborated with developers to ensure design accuracy and consistency

UI/UX Design Section Manager

2022 – 2023

GDSC UMBB, Boumerdes, Algeria

- Led a team of designers to produce user-centered interfaces for community projects.
- Organized design workshops and promoted best UI/UX practices within the club.

Freelance Web & App Designer

Mai 2020 – Présent

- LOCKimmo App (France, 2025): Designed a mobile app for digital property inspections, integrating photos, e-signatures, and automatic report delivery.
- Vacayrious (USA , May 2024): Designed the Vacayrious travel website featuring an AI-powered chat assistant to personalize trip recommendations and streamline booking.
- Let's Meet (France, April 2024): Designed mobile application for organizing social gatherings ensuring engaging and user-friendly experiences.
- Little fenec (France, April 2024): Designed An educational app with cartoon series and a school hub, featuring a parent side and a kid side.
- Force Informatique (Sept 2023): Designed a responsive website for a wholesale retail store.
- Avendre (Aug 2023): Created a user-friendly car sales platform interface.
- Metavisor (June 2023): Developed the UI/UX design for an e-commerce website.
- Aline (Oct 2022): Designed a mobile cryptocurrency trading application.
- Tracing Voices (2023): Created an online platform to showcase short documentaries highlighting artists and activists, combining art, storytelling, and social impact.
- Alien Fungi (June 2022): Designed a web extension for NFT trading.

EDUCATION

• Master's Degree in Software Engineering and Information Processing

July 2024

M'hamed Bougara University of Boumerdes, Boumerdes, Algeria

- Bachelor's Degree in Software Engineering and Information Systems

September 2022

M'hamed Bougara University of Boumerdes, Boumerdes, Algeria