

RESUME OF

Mahbub Hasan.

Product, UI/UX designer, and UX engineer

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My objective

My goal is to expand my knowledge in building digital products and services. I have a keen interest in consumer-oriented software, operating systems, developer tools, financial technology, and mobile tech. But I would also like to go beyond these fields of interest and work with new and future techs.

My past and present experiences

2016 - 2018: I mainly worked as a freelance graphic designer during these years, contributing to various projects and open-source software (paid and unpaid). This slice of time was crucial for me, as I learned project management and all the intricacy of big projects.

2018 end - 2020 mid: I joined [Techno FAQ Digital Media](#) and found my place as an innovative product designer. Since my joining, I helped Techno FAQ build digital products that are a quite big advancement for the company. I have:

1. Designed Seal VPN Software which is now responsible for 70% of the income of Techno FAQ Digital Media through B2B.
2. Designed flagship product "[letter.is](#)" private email platform.
3. Helped market their [ZNC hosting](#) service.
4. Supplied graphical assets and marketing materials for products and services.

2020 mid - present: I started as a UI/UX designer in [Murena SAS](#), home of [Murena](#) and [Murena Cloud](#) a privacy-oriented smartphone manufacturer and consumer cloud solution provider.

1. Designed UI/UX for the world's only privacy-enabled operating system available in both the EU and the US, the /e/OS system, and the apps, bringing better user experience, consistency, and polishes resulting in a profitable business model through hardware and software sales.

2. Designed [Murena Cloud](#), an iTunes alternative for /e/OS that enabled selling cloud subscriptions to users.
3. Designed UI/UX for [Advanced Privacy](#), an integrated privacy suite for /e/OS.
4. Designed UI/UX for [App Lounge](#), a privacy-respecting app store for /e/OS which lets you know the privacy scores of available apps.
5. Designed landing pages, and press kit directory for the web.

My team skills

I am a flexible collaborator with knowledge in both design and engineering. I work to bridge the gap between departments by understanding shared backlogs and technical issues. I prioritize clear communication and being a helpful team member. I enjoy taking on new challenges and working with a team mindset that focuses on problem-solving rather than blaming others. I am comfortable with development-heavy projects.

My technical skills

Here is a short list of my ever-expanding skillset:

- ☒ Design digital products, user interfaces, and UX. Using tools like Figma, inVision, and various other tools.
- ☒ Design sprinting.
- ☒ Create UX flows and layouts.
- ☒ Create live interactive prototypes.
- ☒ Create web/responsive prototypes using HTML/CSS.
- ☒ Implement analytics-oriented design.
- ☒ Conduct user research and run tests.
- ☒ Design Visual Communications, general graphics, and asset design.
- ☒ Project management.
- ☒ Digital marketing and sales funnel integration.
- ☒ Understanding of Android OS.
- ☒ Linux servers, git, and Docker basics.
- ☒ Experience with GitLab project management.
- ☒ Understanding of the open source development process.

More about me

Outside of my primary interests, I love the art of communication. Listening to people. I know several languages (en_US, bn_BD, hi_IN, as_IN, pt_BR). I also love to cook food, travel, and play chess. I am a retro-tech and video game enthusiast. Hope you enjoyed and thank you for your time in reviewing my resume.