

Objective

A UI/UX designer and front-end developer with a computer science background, skilled in both designing and implementing user interfaces. Possess a solid understanding of user-centered design principles and hands-on experience turning UI designs into functional, responsive applications. Proficient in Figma and Flutter, with a passion for creating seamless digital experiences that combine aesthetics with performance.

Education

Umm Al-Qura University

Saudi Arabia –Mecca (January 2020 - November 2024)

Bachelor's in Computer Science, GPA 3.76/4 (Honor Roll Student)

- Professional Experience**
- IT Intern – King Abdulaziz Hospital

Saudi Arabia – Mecca (June – August)
- Integrated hospital devices, resolved software issues (GE PACS, Microsoft Office, Java), and conducted network troubleshooting.
 - Gained hands-on experience in healthcare IT infrastructure and technical support.
- UI/UX Design Bootcamp Participant Tuwaiq Academy

Saudi Arabia – Riyadh (February 2025 – March 2025)
- intensive UI/UX bootcamp, enhancing skills in user experience and interface design.
 - Working on hands-on projects, applying best design practices, and utilizing Figma for creating intuitive digital experiences.
- Mobile App Development with Flutter – Bootcamp Participant Tuwaiq Academy – Riyadh, Saudi Arabia (April 2025 – May 2025)
- Completed an intensive bootcamp focused on cross-platform mobile app development using Flutter and Dart.
 - Built fully functional applications following clean architecture and utilizing BLoC for state management.
 - Integrated Supabase for authentication, real-time database, and backend services.
 - Delivered real-world projects with a focus on responsive UI, performance optimization, and scalable architecture.

- Soft Skills**
- Organization
 - Time-management

- Independence
 - Quick-learning

- Leadership &Teamwork
- Technical Skills**
- Python
 - SQL

- Flutter
 - Miro

- UI Design(Figma)

- Projects**
- Project 1: Muktfy (graduation project)

10 months
- Developed an Arabic sign language recognition system by testing multiple AI models to determine the most accurate one for real-time gesture recognition.
 - Built a mobile application with Android Studio, featuring real-time gesture recognition and GIF-based sign language display.
- Project 2: eCommerce Website Design

2 weeks
- Designed a complete eCommerce website from scratch, including UI/UX design, prototyping, and branding.
- Project 3: درج - UI/UX Case Study

2 weeks
- Conducted user research through interviews and analyzed competitors to identify key areas for improvement.
 - Designed wireframes and high-fidelity prototypes using Figma, iterating on the UI based on user feedback and testing.
- Project 4: Taleeq - UI/UX Case Study

2 weeks
- Conducted surveys and interviews to validate the app's need. Analyzed competitors and identified key areas for improvement.
 - Developed an AI-powered therapy app for stuttering from scratch. Designed wireframes and high-fidelity
 - Designed an intuitive and accessible UI in Figma.