

Amani Karem Mahmoud – UI/UX Designer

Junior UI/UX Designer with hands-on experience from academic and freelance projects. Skilled in wireframing, prototyping, and user research. Known for creative thinking, attention to detail, and strong communication with clients.

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Skills

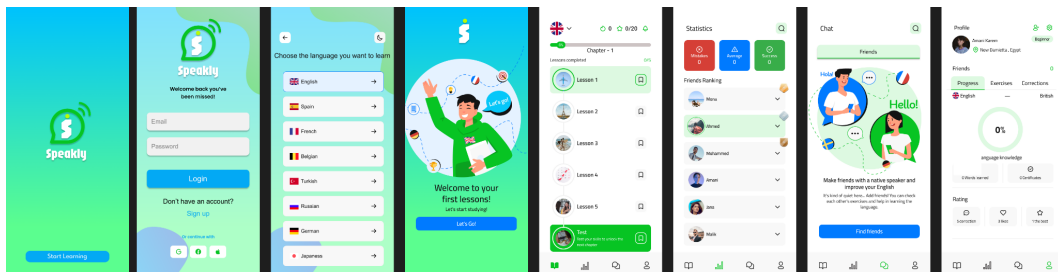
Technical: Figma, Wireframing, Prototyping, User Research, Personas, Empathy Maps, UI Design

Soft: Problem Solving, UI/UX Thinking, Time Management, Team Collaboration, Fast Learner, Attention to Detail

Project: Speakly – Language Learning App

A mobile application designed to help users learn new languages through interactive lessons, gamification, and social features. I designed the full user flow from onboarding to learning, including login, language selection, progress tracking, and friend-based chat for practice. The design focused on simplicity, accessibility, and motivation through visual feedback and user rankings.

Tools used: Figma – Techniques: Wireframing, Prototyping, User Flows, Personas



Education

Damietta University – Faculty of Computers and Information
Department of Computer Science
Expected Graduation: 2026

Languages & Courses

- Native Arabic Speaker
- Fluent in English
- Completed UI/UX Course at NTI + Self-Learning Online