

CAREER OBJECTIVE

Results-driven Computer Science graduate with strong specialization in UI/UX design, seeking a position as a UI/UX Designer where I can apply my skills in user research, wireframing, prototyping, and interaction design to create intuitive and user-centric digital products. Passionate about solving complex problems with human-centered design and leveraging data-driven insights to improve user experience and product usability.

SKILLS

- **User Interface (UI) Design**
- **User Experience (UX) Design**
- **Information Architecture**
- **Wireframing & Prototyping**
- **Interaction Design**
- **User Research & User Interviews**
- **Figma**
- **Design Systems**
- **Responsive Web Design**

PROFESSIONAL EXPERIENCE

UI/UX Designer. (Dottech)

Amman-Jordan

Nov/2025 – Present

UI/UX Designer. (Freelancer and Remote Work)

Amman-Jordan

Jun/2025 – Present

Projects:

Mobile Banking App (Figma – Personal Project)

- Designed complete user flows and interactive prototypes for a mobile banking application using Figma.
- Created wireframes and high-fidelity screens with a focus on intuitive navigation and clear visual hierarchy.
- Applied user-centered design principles and accessibility guidelines to improve usability and inclusivity.
- Optimized layouts for consistent performance across different mobile devices and screen sizes.
- Followed modern mobile UI/UX and fintech design standards.

E-Commerce Website Redesign (Figma – Personal Project)

- Redesigned an online store interface to improve navigation, product discovery, and checkout flow.
- Created responsive layouts and interactive prototypes using Figma for multiple screen sizes.
- Applied e-commerce UI/UX best practices to enhance usability and conversion rates.
- Conducted secondary user research to support data-driven design decisions.
- Improved overall user experience through consistent visual hierarchy and accessibility standards.

Applications Web Landing Pages (Figma – Dottech Project)

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- Designed two web landing pages for mobile applications using Figma.
 - Created responsive layouts and interactive prototypes for desktop and mobile devices.
 - Applied UI/UX design principles, usability standards, and modern web design best practices.
 - Focused on improving user experience, engagement, and conversion rates.
 - Conducted basic user research and implemented feedback into design improvements.

UI/UX Design Replication & Redesign Projects (Figma - Dottech)

- Recreated and redesigned interfaces for existing mobile applications and websites using Figma.
- Completed 12+ UI/UX projects focused on layout structure, usability, and visual consistency.
- Developed wireframes, high-fidelity mockups, and interactive prototypes.
- Analyzed existing products to identify usability issues and design improvement opportunities.
- Applied modern UI/UX standards, accessibility guidelines, and responsive design principles.
- Strengthened skills in design systems, component libraries, and design consistency.

Key Responsibilities:

- Conducted user research and usability testing to identify user needs and pain points.
- Designed wireframes, user flows, and low/high-fidelity prototypes using Figma.
- Collaborated with cross-functional teams (developers, product managers, stakeholders) to deliver engaging user experiences.
- Applied interaction design principles to create responsive, accessible, and scalable interfaces.
- Translated business requirements into intuitive design solutions and UI components.
- Utilized design systems and style guides to maintain visual consistency across projects.
- Analyzed user behavior metrics and implemented design improvements based on user feedback.
- Ensured accessibility compliance (WCAG standards) across all digital products.

EDUCATION

Bachelor's Degree in Computer Science from Ajloun National University, Faculty of Information Technology
2022 - 2026 (Very Good GPA)

PROFESSIONAL DEVELOPMENT

Certifications & Training Courses:

- Figma UI UX Design Essentials certificate from Udemy.
- UI/UX Design Path Certification from Edraak.
- User Experience Design Certification from Edraak.
- UX Research Certification from Edraak.
- Interaction Design Fundamentals Certification from Edraak.
- User Interface Design Principle Certification from Edraak.
- Time And Stress Management certificate from Edraak.
- Brainstorming certificate from Unihance.
- Computer Networks certificate from M3aarf.
- Data & Analytics certificate from Google.
- Google Analytics certificate from Google.
- Grow Offline Sales certificate from Google.
- Minecraft Hour of Code certificate from Code.org and Microsoft.
- English Conversational Skills all 3 levels from Edraak and British Council.
- Communication Skills certificate from Coursat.

TECHNICAL SKILLS:

• Design and Prototyping Tools:

Figma, Adobe XD, Sketch, Axure RP, InVision.

Ayham Mohammad Al Momani
UI/UX Designer

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• **User Research and Analytics:**

Hotjar, Google Analytics, Miro (user journey mapping).

• **Collaboration and Project Management:**

Jira, Trello, Notion.

• **Developer Handoff and Version Control:**

Zeplin, Git / GitHub.

• **Wireframing and Ideation:**

Balsamiq, FigJam.

• **Front-End Fundamentals:**

HTML, CSS, JavaScript (basic).

PERSONAL INFORMATION

- **Citizenship:** Jordanian.
- **Date of Birth:** April 15,2003.
- **Marital Status:** Single.
- **Language:** Fluent in Arabic and very good in English.