

# Kevin Abou Hanna

Digital Product Designer & Developer

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## Experience

### Profit Isle • Product Designer & Developer

2019-2021

- ◆ Lead the design of Profit Isle Saas platform.
- ◆ Contributed to a cross-org team developing Profit Isle Design System.
- ◆ Collaborated with scrum developers using the XP method to develop  
A consistent and cohesive visual language across the platform.
- ◆ Adopted Mr. Deming's Plan, Do, Check, Act approach throughout our sprints.

### Idea to Life • Frontend Developer

2018-2019

- ◆ Lead the development of several landing pages for MENA startups.
- ◆ Translated wireframes/mockups to responsive and semantic HTML/CSS code.
- ◆ Collaborated with different scrum teams using d.school's Design Thinking (Empathize, Define, Ideate, Prototype, Test) process.

## Education

### Interaction Design Foundation

2021-present

Studying the science and psychology behind User Experience Design.

## Skills

### Design

Product visions, flows,  
Wireframes, mockups,  
Prototyping, design-  
Systems

### Research

Personas, user journeys,  
Contextual inquiry,  
Usability tests

### Management

Roadmap creation, priori-  
tization, sprint planning,  
Retrospectives.

## Tools

HTML, CSS, JS (Angular, React, Vanilla), Git, WordPress, Jira, Airtable, Figma, Adobe Suite (PS, AI, XD), Netlify, Static Site Generators, JAMStack.