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.
- → Technologies used: ReactJS, UIKit, AMCharts, Tabulator, AdobeXD.

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.
- ◆ Technologies used: Angular2, Angular Material UI, fxLayout API, Laravel, MariaDB, WordPress, JQuery.

≅ Education

Interaction Design Foundation

2021-present

Studying the science and psychology behind User Experience Design.

<>◊	Skills	
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Design

Research

Management

Product visions, flows, Wireframes, mockups, Prototyping, design-Systems. Personas, user journeys, Contextual inquiry, Usability tests. Roadmap creation, prioritization, sprint planning, Retrospectives.



HTML, CSS, JS (Angular2, React, Vue, Vanilla), Netlify, Static Site Generators, JAMStack, Git, WordPress, Jira, Airtable, Figma, Adobe Suite (PS, AI, XD).