

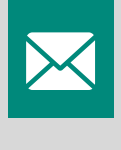


Emad Barsom

UI/UX Designer | Figma | User Research | Prototyping

 Munich, Germany
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Skills

Design Skills:
User Experience (UX) Design
User Interface (UI) Design
Wireframing & Prototyping (Figma)
Usability Testing
Information Architecture

Technical Skills:

Figma
User Research

Soft Skills:

Strong problem-solving abilities
Excellent communication and teamwork
Empathy-driven design approach

Education

UI/UX Design Program
CareerFoundry I Munich 2024

BSc in Physiotherapy
Information Technology Institute 2003
Egypt, Cairo

Certifications

UI/UX Design Certification
Languages
German: C1
English: Advanced
Arabic: Native

Professional Summary

Passionate and dedicated UI/UX Designer with a background in physiotherapy, transitioning into the digital design field. Adept at understanding user needs and providing human-centered design solutions. Skilled in conducting user research, wireframing, prototyping, and usability testing using industry-standard tools such as Figma and Adobe XD. Committed to delivering intuitive and engaging digital experiences that enhance user satisfaction and business goals.

Projects

"Travel App" - UX Case Study
October 2024 - September 2025

Conducted user research to identify pain points and opportunities for improvement.
Designed wireframes and interactive prototypes using Figma.
Performed usability testing and iterated designs based on user feedback. [View Case Study](#)

"Modish" - Online Clothing Store UX/UI Design

Created user-friendly interfaces for an online fashion store, focusing on aesthetics and usability.
Developed brand guidelines and design consistency for the platform. [View Case Study](#)

"Cooking App" - UX/UI Design
November 2024-January 2025

Designed an intuitive cooking app to help users discover and organize recipes.
Conducted user research to understand cooking habits and preferences.
Developed wireframes and prototypes to ensure an engaging user experience. [View Case Study](#)

"MindEase Meditation App" - Mental Wellness App
December 2024 - January 2025

Created a user-centric design for a mental wellness app aimed at improving mindfulness.
Conducted user interviews and usability tests to refine the app's functionality.
Developed high-fidelity prototypes in Figma to visualize the final product. [View Case Study](#)

"Vintage App" - Second-Hand Clothing Marketplace
November 2024 - January 2025

Designed an engaging platform for buying and selling vintage clothing.
Focused on UI elements to enhance the browsing and purchasing experience.
Conducted usability testing and applied feedback to improve navigation. [View Case Study](#)

Via Eurasia App"
December 2024 - January 2025

This case study explores the design process of Via Eurasia, a travel app aimed at enhancing the experience of travelers exploring the historic Via Eurasia trail—a long-distance cultural route connecting Europe and Asia. The goal is to create an intuitive, user-friendly app that provides essential navigation, cultural insights, and trip-planning features. [View Case Study](#)

JobSync Desktop Design
January 2025 - February 2025

obSync is a desktop application designed to streamline job searching by integrating job listings, application tracking, and resume management in one place. With a clean and intuitive UI, it helps users efficiently search, organize, and apply for jobs, making the job-hunting process smoother and more effective."

[View Case Study](#)

Work Experience

October 2010-present
Self-employees, Munich, Germany
Physiotherapist
Analyzed patient needs and tailored treatment plans, showcasing strong problem-solving skills applicable in UX research.
Communicated effectively with multidisciplinary teams, enhancing collaboration and empathy in user-focused design.
Developed deep understanding of user behavior and pain points, a skill transferable to UX design processes.

Personal Interests

Passion for technology and design trends
Continuous learning and self-improvement
Photography and travel