MOHIDEEN FASITH AHAMED

UI/UX DESIGNER

I am a junior UI/UX Designer, where I can apply my knowledge and skills for continuous Highly creative and detail-oriented UI/UX Designer with a passion for creating visually appealing and user-centric digital experiences. Seeking a challenging position where I can utilize my design skills and expertise to contribute to the success of innovative projects and help businesses achieve their goals

SKILLS

- User Interface (UI) Design: Sketch, Adobe XD, Figma, Photoshop, Illustrator
- User Experience (UX) Design: Wireframing, Prototyping, User Research, Information Architecture
- Responsive Web Design: Mobile-first approach, Bootstrap, CSS3, HTML5
- Interaction Design: Micro-interactions, Animated UI elements, Transitions
- Usability Testing: A/B Testing, User Feedback Analysis, User Flow Optimization
- Design Systems: Creating and maintaining design libraries and style guides
- Collaboration: Strong team player, effective communication, ability to work with cross-functional teams
- Creative Problem Solving: Identifying design challenges and providing innovative solutions
- Project Management: Handling multiple projects and meeting deadlines
- Professional Experience:

EDUCATION

B.TECH(ARTIFICIAL INTELLIGENCE&DATA SCIENCE)

- Knowledge about Design and implement machine learning models for various applications, including natural language processing, computer vision, and recommendation systems.
- Knowledge about Collaborate with cross-functional teams to gather requirements and define project scope, ensuring alignment with business objectives.
- Experience about Conduct data preprocessing, feature engineering, and data augmentation to optimize model performance.
- Train and evaluate deep learning models using state-of-the-art techniques, achieving high accuracy and efficiency.
- Deployed AI models in cloud environments and integrate them into production systems for realworld use.
- knowledge about Conduct experiments and A/B tests to measure the impact of AI solutions and fine-tune models accordingly.

CONTACT

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PROJECTS (UX DESIGN)

- .Designed a a popular mobile app and redesign its user interface to improve its usability and visual appeal. Explain the design decisions you made, such as layout, color scheme, and interaction patterns.
- Implemented a concept for an e-commerce platform, complete with user flows, wireframes, and mockups. Highlight how you optimized the checkout process and product browsing experience.
- Created a jewellery website that could use some improvement and redesign its user interface to enhance the user experience. Mention any usability enhancements or user feedback you incorporated into the design.optimized the checkout process and product browsing experience.

PROJECTS (MACHINELEARNING)

- Downloaded the latest datasets of youtube and predicted trend analysis in recommendation of youtube videos and showing the youtube videos which the user likes
- Clustering algorithm is a technique that assists customer segmentation to done a project o facebook user behaivior prediction.
- Predicted the next generation and trending of most popular programming languages in computer science field

PROJECTS (ANDROID APP)

- FurniTech is a mobile application designed to provide users with a seamless and immersive
 furniture shopping experience. The app aims to offer a wide variety of furniture products from
 different brands and styles, making it convenient for users to browse, select, and purchase furniture
 items that best suit their needs and preferences
- Stickify Custom Sticker App-- Stickify is a fun and user-friendly mobile application that allows users to create and customize their own stickers. The app offers a wide range of design tools and features, enabling users to express themselves creatively and share personalized stickers with friends and family via messaging apps and social media platforms.