

Hafez Mousa | UI/UX Developer

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 [Portfolio](#)

Summary

UI/UX Developer with experience designing and building intuitive, user-centered web, mobile and SaaS applications. Skilled in translating business requirements into seamless user experiences, creating scalable design systems, and collaborating closely with product managers and developers to deliver high-quality digital products.

Work Experience

UI/UX Developer [Webalo](#), Inc

Jan 2023 – Present

- Collaborate with product managers, engineers, and customer support teams to translate business requirements into scalable web and mobile design solutions.
- Conduct research on design best practices to enhance user experience and inform design decisions.
- Design and validate mockups and prototypes using Figma, Figma Make, and other tools, collaborating with stakeholders and incorporating feedback to refine features.
- Improve usability and functionality of the web and mobile applications used by large organizations.
- Implement new designs in coordination with the engineering team and supported developer handoff using Figma Inspect.
- Resolve bugs and design inconsistencies reported by the QA team to ensure high-quality releases.
- Participate in regular design standups and coordinated with international teams across multiple time zones.
- Manage new feature requests and design modifications, maintaining consistency with the design system.
- Built Webalo dark theme from scratch for a seamless user experience.

UI/UX Developer Freelance

Jan 2021 – Dec 2022

- Delivered UI/UX solutions for web and mobile applications for startups.
- Conducted user research, competitor analysis, and usability reviews.
- Designed responsive user interfaces and interactive prototypes.

Skills

User Interface (UI):

Buttons, forms, input fields, Navigation bars & side menus, Modals, dialogs, pop-ups, Cards, tables, Dropdowns, tabs, accordions, Responsive layouts (mobile & desktop).

User experience (UX):

User research & usability testing, Wireframing, prototyping, User flows, journey mapping, information architecture, Accessibility and usability best practices.

Technical Skills:

HTML, Css, Bootstrap, JavaScript, Angular, Angular Material, React and Material UI.

Tools

Figma, Photoshop, Adobe XD, Illustrator, Figma Make, Lovable, Bolt, Cursor, Visual Studio Code and Git.

Education

Bachelor of Computer, Information and Technology Management

2016 – 2020

Tanta University

Languages

Arabic and English