Hamza Mohsin

Frontend Developer with UX Focus

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About

Frontend UX Developer with over five years of experience designing and implementing user-centered digital interfaces. Combines strong frontend development skills with a solid UX design background to deliver accessible, intuitive, and high-quality web experiences. Experienced in working closely with designers, content teams, and developers to build consistent digital products for diverse user groups.

Education

Technische Hochschule Ingolstadt | Master's Degree — Grad Mar '26

General Studies · Grade: 2.3

Research Methods in HCI, UX Strategy, Prototyping, Usability Testing, AR/VR Interaction Design

Bahauddin Zakariya University | Bachelor's Degree — Grad Nov '18

General Studies · Grade: 2

Work Experience

Senior Frontend Developer · Techverx · Lahore, Punjab, Pakistan — Nov '18 - Sep '23

- Designed and implemented user-facing frontend features for web platforms, with a strong focus on usability, accessibility, and consistency across digital touchpoints.
- Maintained and improved an existing codebase by refactoring components, improving performance, and increasing overall code quality
- Worked closely with backend engineers and designers to translate product and UX requirements into reliable, user friendly interfaces
- Implemented responsive and accessible UI components using modern web development best practices
- Contributed ideas to improve user experience, frontend architecture, and developer workflows within the team

Working Student – UI Developer, Photonics Simulation Tools · Keysight Technologies — Mar '25 - Present

· 71 Böblingen, Germany

- Refactored and modularized GUI components to improve reliability, scalability, and workflow efficiency of simulation tools.
- Enhanced performance and clarity of photonics simulation interfaces by redesigning interaction flows and reducing load times.
- Worked closely with engineers and researchers to translate complex technical workflows into intuitive, user-centered interfaces.
- Applied usability principles and iterative feedback to support effective analysis and engineering decision-making.

Web-Based Interface Design for Dispatcher Decision-Making(Master Thesis) — Mar '25 - Jan '26

· technologietransferzentrum-unbemannte-flugsysteme · 85 Ingolstadt, Germany

- Designed and developed a React-based web prototype to study how interface structure and information presentation support dispatcher performance during multitasking and interruptions.
- Conducted user-centered research and usability evaluation, combining simulations, usability testing, situational awareness assessment, and qualitative interviews.

- Explored AI-assisted information summarization and annotation concepts using LLMs to support re-orientation and decision-making in complex, time-critical scenarios.
- Analyzed research findings to evaluate impacts on situational awareness, cognitive load, and user re-engagement, deriving UX insights for complex interactive systems.

Skills

UX / UI & Interaction Design: User-centered Design · Interaction Design · Usability Testing · Design Consistency · Design Systems · Figma Prototyping · Accessibility (WCAG) · Accessibility

Frontend & Web GUI Development: React.js · Typescript · HTML5 · Responsive Design · CSS3 · REST API Integration · Unit Testing · Web GUI Architecture · JavaScript (ES6+)

Tools & Workflow: Git · GitLab CI/CD · Jira · Jenkins · Miro · Notion · Agile/Scrum

Projects

Automotive HMI for Foggy Conditions · hamzamohsin1996.github.io/publications/teleoperation_paper.pdf · Improving Distance Perception (Master's Research Project)

- Designed an automotive interface using dynamic visual cues to support accurate distance perception in fog-like conditions.
- Developed a controlled driving simulation and captured behavioral metrics using custom web-based tools.
- Evaluated reaction times, error rates, and subjective experience to inform safety-focused HMI design decisions.

Cyclosphere: AR-Based Cyclist Safety App · hamzamohsin1996.github.io/Cyclosphere.html · Concept app to enhance urban cycling safety through real-time hazard detection.   Jul '24

Designed and tested an AR-based interface for real-time hazard detection

- Designed and prototyped a mobile-friendly AR interface for real-time hazard awareness.
- Iteratively refined interaction design through testing cycles and user feedback.

Links

My Portfolio   http://hamzamohsin1996.github.io/