

HANIF CARROLL

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Objective

UX Engineer | Frontend Developer + Design Thinking

Bridging design and development to create user-centered digital products. 7 years of frontend development experience with growing focus on UX research, prototyping, and product development. Seeking to drive impact across the entire product lifecycle.

Skills

- UX/Design: User Experience (UX) | User Research | Prototyping | Wireframing | Design Systems | Figma
- Frontend: React | TypeScript | JavaScript | HTML | CSS | Responsive Design | Styled-Components | Webflow
- Backend & Tools: Node.js | API Integration | Docker | Git | Automated Testing | Agile

Work Experience

Web Designer & Developer	Freelance	Sep 2024 – Current
<ul style="list-style-type: none">• Delivered an imaginative and responsive portfolio website for a comic book artist, highlighting recent works through a custom-designed interface.• Designed and developed a responsive online catalogue for an auto salvage yard using Webflow, allowing customers to easily browse and search available salvaged vehicle inventory.• Developed targeted landing pages for Light Bearers' ministry events & promotions.• Delivered actionable UX insights through user behavior analysis via Google Analytics & Hotjar		
Senior Front End Engineer	Nearsure	Feb 2023 – Feb 2024
<ul style="list-style-type: none">• Improved efficiency and user satisfaction for 3,000+ sports organizers by engineering an interactive, user-friendly scheduling tool.• Enhanced mobile experience by developing an optimized list view that enabled rapid event editing on mobile devices.		
Front End Engineer	LeagueApps	Nov 2021 – Feb 2023
<ul style="list-style-type: none">• Reduced scheduling time by 45% and enhanced UX by implementing an intuitive drag-and-drop scheduling grid.• Built comprehensive reporting modules with AG Grid, focusing on clear data presentation for event planning and analysis.• Eliminated team double-booking issues by engineering an automated conflict detection system with clear user notifications.• Established a standardized front-end component library using Styled Components and Storybook, ensuring consistent user experience across the application.		
Software Developer	Capgemini	Jan 2019 – Oct 2021
<ul style="list-style-type: none">• Developed a comprehensive application that covered all aspects of managing a cruise ship and its crew, including berthing, reporting, and scheduling.• Led agile development of a schedule reporting module, collaborating closely with UI/UX designers and business analysts to ensure user needs were met.• Boosted development productivity by reducing test suite execution time by 60% (~20 min/cycle).• Designed and implemented executive KPI dashboards, focusing on clear data visualization for leadership decision-making.		

Projects

- **Language Exchange App** - Conducted user interviews with 15 language learners, created wireframes (figma) and interactive prototype (code), currently developing MVP. Identified key user pain point: lack of structured conversation practice. ([Case Study](#))
- **Video Chat** - Designed and developed user-friendly interface prioritizing simplicity and accessibility for 1-on-1 conversations. ([View](#)) ([Source](#))

Education

- **B.S. in Health Sciences**, University of South Florida

August 2013