

# HANIF CARROLL

Buenos Aires, AR | [HanifCarroll@gmail.com](mailto:HanifCarroll@gmail.com) | [linkedin.com/in/hanifcarroll](https://linkedin.com/in/hanifcarroll) | [github.com/hanifcarroll](https://github.com/hanifcarroll) | [hanifcarroll.com](https://hanifcarroll.com)

## 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

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

## 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.
- **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**