MUHAMMAD IBRAHIM KHAN

UX DESIGNER

CONTACT



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■ Muhammad.lbrahim.k@



Pakistan



in Muhammad Ibrahim Khan

PORTFOLIO

Muhammad Ibrahim Khan

SKILLS

- UX/UI Design
- Wireframing & Prototyping
- User Research & Usability **Testing**
- · Detail-Oriented
- Effective Communication
- Collaborative Teamwork

LANGUAGES

- English (Fluent)
- Urdu (Fluent)
- French (Beginner)

REFERENCE

Qudratullah

Senior Executive ICT

Fauji Fertilizer Bin Qasim Limited

Phone: +92 334 3619834 Email: qudratullah@ffbl.com

Itret Fatima

Lecturer

Capital University of Science and

Technology

Phone: +92 336 5107086 Email: itrat.fatima@cust.edu.pk



PROFILE

Aspiring UX/UI Designer passionate about creating clean, intuitive, and user-focused digital experiences. Skilled in Figma and Canva, with handson experience in wireframing, prototyping, and design systems. Strong foundation in design thinking and usability principles, combined with a detail-oriented approach and a drive to continuously learn and grow. Looking to contribute to impactful, user-centered products within forwardthinking teams.



EDUCATION

Bachelors of Science in Software Engineering

Capital University of Science and Technology 2021 - July 2025



CERTIFICATIONS

Google

Google Project Manager

Ongoing

Google UX Design

Google

Google Cybersecurity Professional



WORK EXPERIENCE

Fauji Fertilizer Bin Qasim Limited

July 2024 - September 2024

Information and Communication Technology Intern

In-House Portal Development: Led the design and development of the FFBL in-house portal used by employees, improving internal communication and operational efficiency.

SAP: Explored SAP's user interface and functionality, gaining insights into its workflow, usability, and integration within business processes to enhance user experience and efficiency.



PROJECTS

FFBL Employee Portal Design

- Designed a user-friendly employee portal for FFBL, focusing on usability, accessibility, and seamless navigation.
- · Created wireframes and interactive prototypes to enhance workflow efficiency.

System Prototype (Final Year Project)

- Developed a high-fidelity prototype demonstrating the entire system's workflow, user interactions, and functionality.
- Ensured an intuitive UI/UX approach to improve user engagement and experience.



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Figma

Canva