Mohammad Maaz Shaikh

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EDUCATION

M. H. Saboo Siddik College Of Engg., Mumbai - B.E. (Information Technology) AUGUST 2020 - MAY 2024

EXPERIENCE

UI/UX Design Intern, Duhzine IT Solutions Chennai (Remote) | AUGUST 2024 - Present

UI/UX Design Intern, Aashway (Remote) | AUGUST 2024 (1 mo)

PROJECTS

1 **Space Rocket Game Design (Figma)** - Developed an engaging space rocket game design in Figma, showcasing advanced UI/UX design skills through interactive prototypes and captivating visuals. (<u>Go to Project</u>)

- Created detailed **prototypes** and **wireframes** to depict game mechanics and **user interface interactions**.
- Demonstrated expertise in UI/UX design principles by designing visually appealing and user-friendly game interfaces.
- Emphasized a cohesive and immersive user experience with innovative design elements and intuitive navigation.
- 2 **CampSite** Developed an interactive and user-friendly platform for booking campsites, enabling users to find and explore camping options easily. (<u>Go to Project</u>)
- Designed and implemented a responsive and intuitive interface using React.js, HTML, and CSS, adhering to UI design principles for optimal usability.
- Enhanced functionality and user engagement with dynamic interactivity through JavaScript libraries and MongoDB.

SKILLS

Figma, UI/UX design, Prototyping, Wireframing, Responsive Design, Adobe XD, HTML, CSS, JavaScript, React.js, Git, GitHub, AWS Cloud

CERTIFICATIONS

React JS Beginners - <u>Lernx.io</u>, JavaScript - <u>Lernx.io</u>

Cloud Semester 1, and Cloud Semester 2 - AWS Academy

SUMMARY

With a zeal for UI/UX design, I am a passionate and dedicated professional committed to creating intuitive and visually appealing user interfaces and fully functional websites. I excel in collaborating with cross-functional teams, solving complex problems, and quick learning to enhance project outcomes.