



MUHAMMAD JAFFAR

UX Designer

CONTACT

muhammadjaffar14@gmail.com

www.muhammadjaffar.com

(226) 972 3282

EDUCATION

University of Guelph

Bachelors of Computing
Major Software Engineering
September 2015 - April 2019

Audacious You

Future Skills Accelerator for UI/UX Design
January 2019 - May 2019

SKILLS

Design Software

Sketch, InVision, Illustrator, Adobe Xd

UX Design Skill Set

Wireframing, Rapid-Prototyping, User-Centered Design, Product Thinking, User Research,

Coding Languages

HTML, CSS, Javascript, jQuery

EXPERIENCE

UX Designer at Open Roboethics Institute

May 2019 - Present

Researched and designed web platform to help identify and assess ethics risks of real AI projects.
Conducted user research with various stakeholders of robotics technology.
Created wireframes, prototypes, and mockups for website.
Consulted in website design.

UI/UX Designer Intern at Audacious Futures

March 2019 - Present

Lead designer for the Future AI web platform.
Outlined optimal user flow for a variety of user journeys.
Took part in all phases of the design process, including current state evaluations, personas, competitive analysis, wireframing and visual design.

Quality Assurance Analyst Intern at Royal Bank of Canada

May 2018 - August 2018

Tested automated scripts and made improvements based on incremental results.
Designed test plans, scenarios and scripts via excel and ALM.
Wrote various automated scripts for a release version of a new product.

UX Designer at Lendr Inc

June 2017 - May 2018

Led the design of the responsive website flow for the peer-to-peer experience in a team of researchers and designers.
Brainstormed ideas, sketched wireframes, prototyped concepts and created UI design.

PROJECTS

MELO

Mobile Application Design

An IOS app that makes it easier for you find and listen to the music you love.
Involved in defining product strategy, created wireframes, prototyped concept and usability testing.

Mark Calculator

Mobile Application Design

Designed a user interface for a IOS mark calculator application to help students calculate their marks and averages.
Conducted user interviews with students, and followed each step of the design thinking method.