



Muqaddas Bibi

UX/ UI Designer

Contact

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Skills

- Wireframing, Prototyping & User Flow Mapping
- Sitemap & Component Creation
- Icon & Design System Development
- Figma (Auto Layout, Components, FigJam)
- Adobe XD, Photoshop, Illustrator, Canva
- Responsive Web Design
- HTML5, CSS3, Bootstrap 5
- Creative Thinking & Team Collaboration

Tools

- Figma (Components, Prototyping, FigJam)
- Adobe Creative Suite
- Canva, Miro
- Visual Studio Code
- Bootstrap 5, HTML5, CSS3

Education

- 2018 - 2020
HSC
Govt. Degree College Talagang
- 2021 - 2024
Bachelor in Information Technology
University of Sargodha (UOS)

Languages

English - Conversational
Urdu - Native

About Me

Creative UI/UX Designer with 1 year of experience, currently working as an Associate Software Engineer – UI/UX. Skilled in designing dashboards, websites, and mobile app interfaces using Figma and Adobe Creative Suite. Proficient in creating components, icons, wireframes, and sitemaps that deliver intuitive and engaging digital experiences. Passionate about modern design trends and turning ideas into clean, functional visuals.

Experience

- 2024-Present
UX UI Designer
MicroMerger (.pvt).Ltd
 - Designed wireframes, user flows, and interactive prototypes for web and mobile applications using Figma.
 - Collaborated closely with developers and cross-functional teams to ensure pixel-perfect implementation of UI designs.
 - Conducted usability testing, analyzed feedback, and refined designs to enhance user experience and engagement.
 - Created visual assets and layouts for social media posts, marketing campaigns, and landing pages, maintaining brand consistency across platforms.

Highlighted Projects

- Project:** PIMS Planning & Development – Govt. of AJK
 - Designed complete UI, sitemap, and UI kit in Figma following Ant Design principles.
 - Built interactive prototypes and user flows to enhance usability.
 - Ensured visual consistency and accessibility across the platform.
- Project:** UNICEF CRTS – Child Referral Tracking System
 - Designed complete UI/UX and UI Kit in Figma for UNICEF's mobile app.
 - Created wire frames, prototypes, and intuitive mobile user flows.
 - Ensured consistent visual language and usability across the system.

Portfolio



[LinkedIn](#)



[Behance](#)