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# **Career Objective**

Seeking a UI/UX Designer position in a dynamic and collaborative work environment where I can use my skills and creativity to design user-centered and visually appealing digital experiences that exceed user expectations.

## **Technical Skills**

- User research and analysis
- - Information architecture
- - Wireframing and prototyping
- - Visual design
- - Interaction design
- - Responsive design
- - Usability testing
- - HTML, CSS, and JavaScript
- - Adobe Creative Suite
- - Sketch, Figma, or other design tools

# **Additional Skills**

- Creativity
- Organizational skills
- Adaptability
- Collaboration
- · Critical Thinking



## **Education**

2015

Bachelor of Computer Science and Engineering / Adama Science And Technology University

# Nebiyu Daniel



UX|UI DESIGNER

# **Work Experience**

#### **UX|UI Designer**

Utopian. Inc,

Mar 2021 - Current

- Collaborated with cross-functional teams, including product managers, developers, and stakeholders, to create intuitive and visually appealing digital experiences for web and mobile platforms
- Conducted user research to identify user needs, pain points, and preferences
- Developed wireframes, prototypes, and visual designs using design tools such as Sketch, Figma, or Adobe Creative Suite
- Conducted usability testing to validate designs and incorporate user feedback into design iterations
- Worked closely with developers to ensure the final product meets design specifications and user requirements
- Contributed to the development of design systems and style guides to ensure consistency across all digital products and platforms
- Participated in team brainstorming sessions and critiques to ensure the best possible outcome for each project
- Managed multiple projects simultaneously while maintaining a high level of attention to detail and meeting project deadlines.

### **Graphic Designer**

Meskot

Jan 2019 - Dec 2021

- Collaborated with a team of designers and developers to design engaging and user-friendly digital experiences for a variety of clients
- Conducted user research to identify user needs and preferences
- Developed wireframes, prototypes, and visual designs using design tools such as Sketch, Figma, or Adobe Creative Suite
- Conducted usability testing to validate designs and incorporate user feedback into design iterations
- Worked closely with developers to ensure the final product meets design specifications and user requirements
- Contributed to the development of design systems and style guides to ensure consistency across all digital products and platforms
- Maintained open communication with clients throughout the project to ensure their needs were met and expectations were exceeded
- Managed multiple projects simultaneously while maintaining a high level of attention to detail and meeting project deadlines