

The background is a vibrant yellow. A large, solid teal circle is positioned on the right side. Several black-outlined triangles of various sizes are scattered across the composition: one at the top left, one at the top right, one at the bottom left, and one at the bottom right. The main title is written in a bold, black, sans-serif font, centered horizontally and partially overlapping the teal circle.

PATHWAY TO BECOME UI/UX DESIGNER

BY 19SW25



OUTLINE

01

-INTRODUCTION

02

OVERVIEW OF CURRENT
FIELD OF INTEREST

03

PATHWAY TO UI/UX
DESIGNER





04

**-CRUENT
ACHIEVEMENTS**

05

**WHY DID I CHOOSE
THIS FIELD-**

06

FUTURE OF UI/UX

07

PROS & CONS

08

**HOW TO PURSUE A
CAREER IN UI/UX**



The background is a solid teal color. There are two large yellow circles: one on the left side, partially behind the title, and one on the bottom right corner. There are also four black-outlined triangles of various sizes scattered around the page: one in the top left, one in the top right, one in the bottom left, and one in the bottom right.

INTRODUCTION

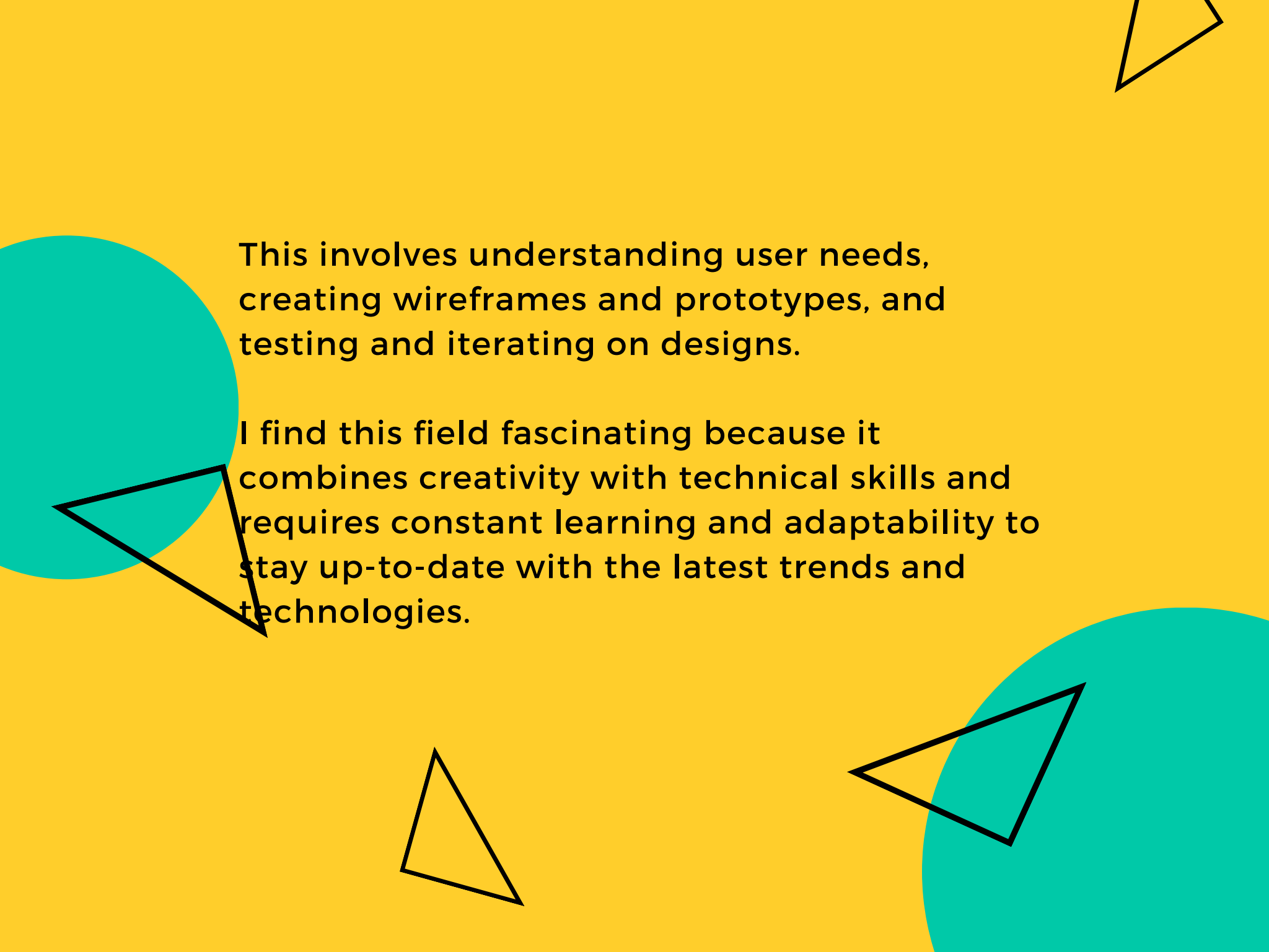
My name is Shumaim Liaquat, and I am a skilled UI/UX designer with experience working for various societies and start-ups

•Over the course of my career, I have honed my expertise in graphic design and user interface and user experience design.

02

OVERVIEW OF YOUR CURRENT FIELD OF INTEREST

Software engineering involves the design, development, testing, and maintenance of software applications. This field is constantly evolving and involves a wide range of programming languages, frameworks, and tools. On the other hand, UI/UX design focuses on creating engaging and user-friendly interfaces that enhance the overall user experience.



This involves understanding user needs, creating wireframes and prototypes, and testing and iterating on designs.

I find this field fascinating because it combines creativity with technical skills and requires constant learning and adaptability to stay up-to-date with the latest trends and technologies.

PATHWAY TO SOFTWARE ENGINEERING AND UI/UX DESIGN

During my time as a software engineering undergraduate, I developed an interest in UI/UX design. I became interested in this area after taking a couple courses in graphic design and user interface design. I also have a number of design software certifications under my belt, including Adobe Photoshop, Illustrator, and Figma, which have helped me polish my design abilities and keep current with new tools and methods.

03



CRUENNT ACHIEVMENTS

Over my career, I've had the chance to work on a variety of intriguing projects, such as building a mobile app for a startup and serving as a designer for the SOFTWARE ENGINEERING SOCIETY. I recently received some Google certifications in the area of user experience design.

04

WHY I HAVE CHOSEN SOFTWARE ENGINEERING AND UI/UX DESIGN

I find software engineering and UI/UX design interesting and rewarding because it allows me to use my creative and technical skills to solve real-world problems. I enjoy the process of designing and building products that make people's lives easier and more enjoyable.

•In addition, I have had personal experiences using poorly designed software and understand the frustration it can cause. By pursuing a career in this field, I hope to make a positive impact on users' experiences with technology.

05



FUTURE IN UI/UX DESIGN

As a designer, I believe that the future of UI/UX will continue to focus on creating more personalized and immersive experiences for users. This will require a deeper understanding of user behavior and preferences, as well as the use of advanced technologies like AI and VR/AR. Designers will need to focus on creating interfaces that are easy to use, accessible, and intuitive, while also being visually stunning and engaging. In addition, I stay up-to-date with emerging technologies and design trends, as well as constantly adapting and refining their skills to meet the evolving needs of users and businesses.



06



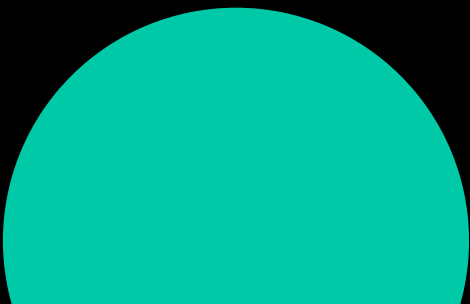
PROS

• There are several benefits to working in software engineering and UI/UX design. This field has a high demand for skilled professionals, and job growth is projected to continue in the coming years. Salaries are also typically high, and there are opportunities for creativity and innovation in designing new products and experiences.



CONS

There are also potential drawbacks to working in this field. The nature of the work can be stressful, with tight deadlines and constantly evolving technology. Long hours may also be required, particularly during project crunch times.



HOW TO PURSUE CAREER IN UI/UX DESIGN

To pursue a career in UI/UX designing, it is important to start by developing your skills through online courses, tutorials, and books. Once you have a good foundation in design principles and software tools, you should create a portfolio of your work to showcase your skills and design process. Networking with other designers and attending design events can also help you gain exposure and experience in the industry. You can also consider pursuing a degree in design or a related field, as it can provide you with a more structured education and access to industry resources. Finally, keep up-to-date with the latest design trends and technologies, and be willing to constantly learn and adapt as the field of UI/UX continues to evolve.

08

The background is a solid teal color. A large, solid yellow circle is positioned on the right side of the image. Four black-outlined triangles of various sizes are scattered around the composition: one in the top left, one in the top right, one in the bottom left, and one in the bottom right. The word "THANKS" is written in a large, bold, black, sans-serif font across the middle of the image, partially overlapping the yellow circle.

THANKS

BY 19SW25