

# Umar Mahmoodh

 [umar-mahmoodh.github.io/Portfolio/](https://umar-mahmoodh.github.io/Portfolio/)

 [behance.net/umar\\_mahmoodh](https://behance.net/umar_mahmoodh)

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UI/UX Designer - UI/UX Engineer - Web Developer

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## Summary

I am a self-taught UX designer with a strong eye for innovative design and a keen understanding of techniques geared toward optimum user experience. Bringing an engineering perspective and creative problem solving approach to create products and experiences people love.

## Contact

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## Education

### BSc. Computer Science

- Informatics Institute of Technology (Affiliated with University of Westminster, London.)

## Skills

### Design tools

- Figma
- Adobe XD
- Webflow
- Illustrator
- Photoshop
- Wordpress

### Technical skills

- HTML, CSS
- JavaScript
- Java
- React

### Design skills

- User experience research
- Content creation
- User Interface design

## Languages

- English - Fluent
- Sinhala - Fluent
- Tamil - Native

## References

- Mr. M.A.M Ajmal  
Engineer, Cloud Operations, Virtusa  
+94 77 648 1747
- Mr. L.A.D.J Gunawardane  
Director of Customs, Sri Lanka  
+94 72 996 0361

## Work experience

### Cabbage Apps | UI/UX Designer - Apr 2022 - Present

- Designing the User interface and prototypes on Figma for the main website of "Team Rockets" a growth and marketing agency based in the United Kingdom.
- Developing the main website and subpages of "Team Rockets".
- Designing the UI of the main web page of Cabbage Apps.
- Developing the main website of Cabbage Apps .

## Internships

### CodeGen | Trainee UI/UX Engineer - 2021 Oct - 2022 Apr

- Designing UI and prototypes for key modules of Travel Box -an end-to-end business transformational reservation platform.
- Designing components and making updates to the existing Material design system.

### Surge Global | Intern UI/UX Designer - Jun 2022 - Dec 2022

- Creating user journeys, sitemaps and information architectures.
- Creating low and high fidelity user interfaces and iterations to find best possible user experiences.
- Creating graphics, navigation, buttons, fields and other user interface components, interactions and optimizing user interfaces.

## Projects

### Travel Box | Figma, Material design system, Agile

- Designing key modules of Travel Box, an end-to-end business transformational reservation platform widely used by major tour operators, ai.

### Buslo - School transportation mobile app | Figma, Photoshop

- Smart technical mobile application created to allow real-time tracking and monitoring of school buses by parents, drivers as well as school administrators.

### Avocado Super admin dashboard | Figma, Photoshop, Adobe XD

- Super admin dashboard for Avocado which is a content driven rewards platform based on user stories.
- Creating low-fidelity wireframes, high-fidelity UI's and developer handoff.