

ZIYAD SAYED

Product Designer

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SUMMARY

Creative and user-focused Product Designer with hands-on experience designing responsive, mobile-first platforms, especially in booking and marketplace applications. Skilled in user research, wireframing, prototyping, and creating accessible design systems. Proven ability to lead teams and deliver impact through student-led organizations, internships, and freelance projects. Passionate about solving real-world problems through thoughtful, research-based design.

EDUCATION

Bachelor's Degree in Computer Science

Asyut University — Expected 2027

3rd Year Student | GPA: 3.35

EXPERIENCE

Product Design Trainee & Team Leader

Google Developer Groups – On Campus CIC — Cairo, Egypt

Feb 2024 – Jul 2024

- Completed Product Design training via Uxcel covering design thinking, usability, and UI/UX principles.
- Led a team of junior designers in weekly challenges, peer critiques, and collaborative reviews.
- Designed wireframes, prototypes, and interface flows using Figma.
- Collaborated on case studies and team-based mobile UI mockups.

UI/UX Design Intern

CodeSoft — Remote 2023

- Designed onboarding flows, search pages, and profile screens for mobile apps.
- Practiced developer handoff using Figma and responsive layout techniques.
- Completed 4 UX challenges and received Certificate of Completion.

SKILLS

Technical Skills

UX Research, Wireframing, User Flows, Prototyping, Visual Design, Responsive Layouts, Competitor Analysis, Personas, Surveys, Interviews, Figma, Adobe XD, Sketch, Notion, HTML, CSS (Basic)

Soft Skills

Team Collaboration, Leadership, Communication, Attention to Detail

Languages

Arabic (Native), English (Intermediate)

SELECTED PROJECTS

Doctify — End-to-End UX & UI Design

- Designed a medical booking and clinic management app for patients and doctors.
- Conducted user research, defined personas, and built user journeys.
- Designed appointment flows, profile pages, and booking calendar in Figma.
- Created clean, accessible UI optimized for mobile and tablet.

Mini Job Finder — Mobile UI Design

- Designed a clean and intuitive mobile app interface to connect job seekers with short-term opportunities.
- Focused on accessible layout, minimalist onboarding, and user profiles.
- Designed appointment flows, profile pages, and booking calendar in Figma.

Button Design System

- Built a reusable button component library in Figma for scalable product design.
- Included all states (default, hover, disabled, loading) with documentation.
- Ensured accessibility (contrast, tap targets) and consistency across themes.

LEADERSHIP & VOLUNTEERING EXPERIENCE

HR Manager

Helpers Organization — Assiut, Egypt (Student-led Nonprofit)

2024 – Present

- Structured recruitment and organizational systems within the Helpers team.
- Managed communication across departments and monitored team progress.
- Helped maintain internal documentation and onboarding workflows.

COURSES & CERTIFICATIONS (Uxcel – All Certified)

- **UX & UI Components (I & II)** – Apr–Jul 2025
- **Introduction to Figma** – May 2025
- **UX Design Foundations** – May 2025
- **Design Terminology** – Apr 2025

References Available Upon Request.