



Muhammad Amin

Date of birth: 08/06/1997 | **Place of birth:** Islamabad, Pakistan | **Nationality:** Pakistani |

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Address: Munich, Germany (Home)

WORK EXPERIENCE

UX/UI DESIGNER – SPIEGEL INSTITUT GMBH – 13/05/2024 – Current – INGOLSTADT, GERMANY

WORKSTUDY

Spiegel Institut is a research and consulting institute specializing in consumer research and user experience consulting, working with international clients across automotive and digital domains.

- UX/UI and HMI design for automotive projects at Audi AG
- High-fidelity prototyping bridging design and development
- Interactive HMI concepts using ProtoPie, APIs, and motion logic
- Early concept validation through direct testing on vehicle targets

MASTER THESIS

Title: Design and Evaluation of an Ambient Avatar: A Comparative Study in Virtual and Mixed Reality to Enhance Passenger Perception in Automated Vehicles

- Designed and evaluated ambient avatar concepts for automated vehicle HMI.
- Conducted expert workshops and large-scale user testing in VR and MR.
- Analyzed usability and user perception data from 84 participants.
- Explored future AI-driven adaptations for in-vehicle assistants.

Skills: UX/UI Design, HMI Design, Automotive UX, Advanced Prototyping, ProtoPie, Figma, API-based Prototyping, Motion & Animation, VR & MR Prototyping, UX Research, User Studies, Usability Testing, Experimental Design, Data Analysis, Simulator Studies, Human-Vehicle Interaction, Design-to-Development Handoff, Concept Validation, Vibe Code, Stakeholder Testing, AI in UX (Conceptual)

FREELANCER UX/UI DESIGNER – FREELANCE – FIVERR PLATFORM – 03/2020 – 02/2023

Fiverr is a global online platform for freelance professional services.

- Recognized as a Top Rated Seller on the Fiverr platform, delivering UX/UI design projects for international clients.
- Designed user-centered interfaces for web and mobile applications, focusing on usability and clarity.
- Created wireframes, user flows, and high-fidelity UI designs.
- Collaborated with clients to gather requirements and iterate on design solutions.
- Delivered final design assets using Figma.

IT & NETWORK ENGINEER – HUMANETEK PVT. LTD. – 05/2020 – 08/2021 – ISLAMABAD, PAKISTAN

Humanetek Pvt. Ltd. builds and operates Mohafiz, a platform providing end-to-end life support services and emergency response solutions.

- Ensured reliability and secure operation of systems supporting an emergency services platform
- Maintained network stability and VPN connectivity for continuous service availability
- Supported connected devices and system infrastructure critical to real-time operations

EDUCATION AND TRAINING

15/03/2023 – 30/09/2025 Ingolstadt, Germany

MASTER OF COMPUTER SCIENCE IN USER EXPERIENCE DESIGN Technische Hochschule Ingolstadt

Website <https://www.thi.de> | Final grade 1.7

Website <https://uol.edu.pk/> | Final grade 3.94 / 4

SKILLS

UX, UI & HMI Design

User Experience Design | HMI Design | User-Centered Design | Interface Design | Automotive UX | Design Thinking & Design Sprint | Persona Creation | Storyboarding

Prototyping, Wireframing & Motion

High-Fidelity Prototyping | Spline | MR / VR Prototyping | ProtoPie | Figma | Rive | Motion & Animation | Blender (3D Modeling) | Unreal Engine | Unity 3D

UX Research & Evaluation

User Research | Usability Testing | User Studies | Experimental Design | Data Analysis | Simulator Studies | Human-Vehicle Interaction

Design, Collaboration & Documentation Tools

FigJam | Miro | Adobe illustrator | Adobe After Effects | Trello | MS Office | Discord

Technical & Programming

API Integration | Python | C++ | C# | Server-Client Setup | Firebase Studio | Mapbox | Virtual Private Networks (VPN)

Hardware & Embedded Systems

Arduino Uno | ESP8266 | ESP32 | IoT Systems

Product & Workflow

Design-to-Development Handoff | Concept Validation | Stakeholder Testing | Collaboration & Documentation

LANGUAGE SKILLS

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1
GERMAN	A2	A2	A2	A2	A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

PROJECTS

15/03/2023 – 21/07/2023

GemGrabber VR Game

During this VR Game UX Design project, I led a cross-functional team of 9 members. I was responsible for developing the user experience strategy, creating interactive prototypes, and overseeing user testing. The project aimed to create an engaging and intuitive VR gaming experience, evaluated through user research and biomechanics testing.

Link <https://pitch.com/v/gemgrabber-msfdtv>

01/10/2023 – 15/03/2024

Escape World Game (Alien Abduction)

As a game artist and developer, I collaborated on a VR game concept design project, contributing to both visual design and technical development. This project involved creating a solar-punk virtual world where players interact with the environment through various in-game mechanics like grabbing, slicing, and climbing.

Link <https://app.pitch.com/app/presentation/8bbc84de-d64f-4bce-a297-f4ac63d3a761/0227a156-19a5-43d1-bfae-10efc6424118>

01/10/2023 – 01/03/2024

Teleoperation

This is an extensive UX research project focused on improving the usability of teleoperation systems in workplace design. I conducted user interviews, usability tests, and iterative design improvements aimed at enhancing the user experience of remote operation tools.

Link <https://app.pitch.com/app/presentation/8bbc84de-d64f-4bce-a297-f4ac63d3a761/1fd23b5b-a669-426f-bdb8-07773ce67e03>

● **HONOURS AND AWARDS**

Certificate of Excellence and Gold medal – The University of Lahore

The Certificate of Excellence and Gold medal has been awarded to me for achieving Position in Bachelor of Science in Electrical Engineering in the session Fall 2016.

● **CREATIVE WORKS**

01/01/2018 – CURRENT

Portfolio

Highlights my work in UI/UX design, showcasing a blend of experimental interfaces and real-world applications.

Link <https://muhammadamin.de/>

● **VOLUNTEERING**

23/10/2025 – 24/10/2025 Munich, Germany

Volunteer – Push UX Conference 2025

PUSH UX provides conferences and practical trainings for UX professionals to build better products.

- Contributed to conference setup and on-site coordination
- Engaged with UX professionals and attended talks on emerging UX trends and practices

Link <https://push-conference.com/>