Muhammad
Amin

User Experience Designer

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About Me

Passionate about User Experience Design with a background in Electrical Engineering and currently pursuing a master's degree in the field and working as UX designer along studies. Skilled in creating user-friendly designs, prototype and animations. Enjoys finding innovative solutions to improve technology usability. Excited to contribute to the field of HMI and IoT.

Work Experience

05/2024 –Current

UX, Interaction Designer for vehicle HMI | Spiegel Institut GmbH

Work Part-time during semester and Full-time during semester break,
- Developed FID and CID prototypes by interconnecting assets from Spline, Unity, Mapbox, and Figma via local server using Protopie.
- Integrated cross-departmental assets into ProtoPie, enabling seamless collaboration without disrupting existing workflows and testing prototype on real targets.

03/2020 – 04/2023

Freelancer as a Graphic designer and Animator | Fiverr

Full time freelancer and successfully delivered more than 800 projects for international clients.
- 3D models/ Game Assets / Logo Design
- 2D animations / motion graphics
- Figma Prototype

05/2020 – 08/2021

IT and Network Engineer | Humanetek PVT Ltd

- Managing Internet connectivity related issues by directly contacting ISP.
- Created virtual private network to make sure that the data on the server is completely secure to access.

Education

03/2023 – Current

Master in User Experience Design

Technische Hochschule Ingolstadt

Germany

09/2016 – 09/2020

Bachelor of Science in Electrical Engineering

The University of Lahore

Pakistan

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 1st Position in Bachelor of Science in Electrical Engineering in the Batch of Winter 2016.

Skills and Expertise

Graphics design and Animations

- Blender 3D modeling
- Rive
- Adobe After Effects
- Interface Design
- Adobe Photoshop
- Adobe XD
- User Experience Design
- Adobe Illustrator
- MR VR

HMI Prototyping

- Protopie
- Figma Prototype
- Spline
- Mapbox

IT and Programming

- Virtual Private Networks
- Unreal Engine
- C++, C#
- Python
- Unity 3D
- Server/client setup

Microcontrollers

- Arduino Uno (ATmega328P)
- ESP8266
- ESP32
- PIC1640

Collaboration and Documentation

- MS Office
- Miro
- Google Docs, Sheets, Slides
- Trello
- Figjam
- Discord

Projects

2019
IoT based Power Monitoring & Control smart sockets

- Measuring non linear load (specially THD) is challenging through small measuring devices.
- Proposed solution helps in measuring non linear loads, also control it through IoT cloud and App

2023
AI powered Book Recommendation System (Prototype)

- Recommend books to the user based on their interest with help of AI Book recommendation extension in Self service machine inside the Library
- Focused on solving a UXD problem with help of AI

2023
VR Game Design , Metaversity (Natural User Interface)

- Project is related to Natural User interface built on Unity Engine
- Focused on problem solving using VR Game
- Importance of Biomechanics during VR game and application design
- Built User Friendly game assets (3D model) and improve motion sickness problem with better post processing.

Language Skills

English Fluent
German Beginner