

Mohammed Elagouz

UX Designer

Seattle,WA,USA
<http://uxd.tech>

About Me

I am a UX designer based in Seattle. I turn research data into interactions design and digital interfaces by ideation, prototyping, validating through user testing, and iterating on these ideas based test results. I am interested also in IOT and VR as a former Architectural designer. I have 7 years of experience working in creative fields from architecture design to user experience. I am sincere, imaginative, honest, intelligent, and friendly. I work smart, not hard, and see the positive side of complicated situations..

My Education

Architecture, BSc

Modern Academy for engineering and technology
Cairo 2002 - 2007

User experience design immersive

General Assembly
Seattle 2015

Front-End foundation 2

Code fellows
Seattle 2014

User experience - L1, UX for Mobile Device

School of Visual Concepts
Seattle 2014

Find me on

LinkedIn, Dribbble, Behance,
Github, Twitter at:
[website name dot come / @Cairo2seattle](#)

My Skills,

Design Thinking, Interaction Design, Persona, User Scenarios, User Flows, Sketching, User Testing, Task Analysis, Heuristics Evaluation, Site Maps, Rapid Prototyping, Information Architecture, Project Management, Concept Generation, Typography, Visual Design, Sitemaps, Storyboarding, Navigation System, Arabic

My Tools,

HTML, CSS, jQuery, Sketch App, Axure RP, Marvel App, InVision, Git, Github, Photoshop, Command Line, 3D Studio Max, Arabic, quartz composer origami
I am also started to learn Xcode and Framer.js

My “design” work history,

UX/UI Designer Mowdo, Seattle 2015

Designing a better on-boarding process and app flow for a B2C start up during 9milesLab Startup acclartator. I also filled for other rolls when needed to.

Deliverables: sketches & wireframes, prototypes, usability testing insights, high fidelity design mock-ups, affinity diagrams, user personas, site maps, style guides.

UX Designer at HRS, Seattle 2015

As a part of project pro bono and Working with a team of three UX Designers. I developed an app raising awareness about human rights issues for HRS in Seattle.

Role: Interaction design, UI design, prototyping, User testing and research

Deliverables: User Research, persona development, User flows/stories/scenarios , Interaction design, Prototyping, Wireframes, User Testing, Visual design, Site maps, Style guide , Sketches & Wireframes, High fidelity design mock-ups and Affinity diagrams.

UX Designer at General assembly, Seattle 2015

I Started the UX course at General Assembly, Seattle. During this time I had the chance to practice the entire UX process under the guidance of two UX professionals with more than 30 years of experience combined. I worked on 5 different projects - where i practiced User research, persona / concept development, ideation and user testing /design validation. This course enhanced my existing UX/UI design skills, and I'm proud of joining GA.

Web Designer Freelance, Seattle 2013-2014

Helped some local commerce to establish a present online from landing pages to blogs.

Interior Designer Musadesign, Seattle 2010

Designed commercial and residential interiors. also I worked with senior designers and web designer intern on redesign office website and branding.

Architecture Designer Multi-offices, Cairo 2006-2010

From architecture design to project management role, I worked and design variety of projects all across middle east.