EMRAN HOSSAIN

Senior Product Designer • B2B & SaaS expert • Design Mentor • Front-end developer

With over 8+ years of experience crafting compelling and customer-centric solutions for B2B & SaaS startups and corporations. Adept in leading cross-functional teams and fostering collaborative environments to deliver market-leading products. Extensive knowledge on accessibility and usability. As a mentor and Agile believer, I bring a blend of technical prowess, creative vision, and leadership acumen to drive product innovation and achieve business goals. I am seeking a challenging position in a top tech company to further harness and contribute my design expertise.

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My Design Portfolio

in Emran Hossain (LinkedIn)

CAREER HIGHLIGHT

- Lead designer in Multiple successful launches: Successfully launched over 20+ products(e-commerce, SaaS, AI) with over a million user-base in each product.
- Recognized for excellence in collaborative team environments: Increasing average ship to market time by 80% through my workshops and loud thinking.
- Mentored over 2000 Jr Designers: An active volunteer Design Mentor on ADPlist, Actively mentoring local teenagers for free to break into tech.
- Launched 2 AI based product: An AI content generator with SEO mode SERP readiness and built in automated analysis, A conversational chatbot for a Bank.

WORK EXPERIENCE

The Total Office (DUBAI) - Lead Product Designer - APR 2023 - Present

- Took initiative and redesigned customer on-boarding and product page with an 87% increase in user conversion within 3 months.
- · Introduced ARIA attributes and Customizable Keyboard navigation resulting in 98% user satisfaction from individuals with diverse abilities when using our new product.
- · Experience of taking Ownership of the entire design process from problem understanding, defining customer outcomes, concepting, final delivery and ongoing iteration.

MarketTime B2B (USA) - Lead UX/UI Designer - MAY 2022 - APR 2023 (1 year Contract)

- Designed automated user flows of repetitive tasks on our app ecosystem resulted in new and legacy users feeling more "relaxed" and a 50% increase in Time to Completion.
- Implemented a redesigned design system, saving 60% on system upgrades, 50% increase in design delivery and simplifying developer project transitions.
- · Achieved WCAG compliance with brand-new design system, also Collaboratively built a brand-new payment processing feature named "mtPay" which had 95% user adoption rate.
- · Earned leadership status within the organization by taking ownership of User Experience(UX), Customer Experience(CX) journey and redesigned them accordingly

XpeedStudio (BD) - Lead Product Designer - JAN 2022 - MAY 2022 (5 MONTHS CONTRACT)

- Developed and launched a successful AI content generator WordPress plugin with a team of 6 as Lead, attracting 100K+ unique users within 2 months of release.
- · Tripled user conversion rate by applying Lean UX Principles, achieving over 1M app downloads and 50K unique users.
- · Boosted site engagement by 80%, organic traffic by 90%, and attracted 71% more unique visitors within the first month.
- · Consistently improved Customer Experience using standard micro interactions, efficient storyboarding, and automation, Facilitating workshops for Jr Designers.
- Fostered collaboration and up-skilled Design & Dev teams through personalized design workshops held by me resulting in 30% increase design deliverables.
- · I articulated complex Interaction concepts in a manner that resonated with stakeholders perspectives, earning their support and trust in my approach.

Insidemaps (USA) - Product Designer, Sr Product Designer, Lead Product Designer - MAR 2020 - JAN 2022

- Led the successful launch of iOS app v1.8 and v1.9 with my primary focus on accessibility enhancements like semantic HTML, Logical reading order, Text resizing etc.
- Implemented a Material Design-based system, standardized design documentation, and design workshops reducing workload by 50% within first 3 months of joining.
- Revamped and optimized web and iOS apps, boosting retention rate by 120% and increasing unique users by 80%.
- · Led the research and implementation of brand-new monetization strategies resulting in 8% increase in annual product revenue.
- · Streamlined the onboarding process, reducing the time it takes for new users to become active by 30%, leading to a significant improvement in user retention.
- Orchestrated a successful app localization initiative, expanding the user base to new international markets and achieving a 40% increase in downloads in non-English-speaking regions.

Genex Infosys (BD) - UI/UX Designer, Sr. UI/UX Designer - MAY 2019 - MAR 2020

- Developed an intuitive Conversational AI for a government bank portal, increasing customer interactions by 40% and user satisfaction by 66%.
- · Collaboratively Designed a fast and 97% accurate conversational flow using algorithms, reducing average query resolution time by 60%.
- Directing design roadmap ensuring scalability and a brand-new monetization strategy.

BD Tube LTD (GERMANY) - Jr UX Designer, Senior UX Designer - JAN 2017 - APR 2018

- · Built an app for farmers collaboratively with advanced search patterns, personalized recommendations, and real-time data boosting bookings by 40% and reducing abandoned bookings by 20%.
- Interviewed over 200 international farmers, gathered data and discovered unique behavior pattern to design the most suitable user experience for them.

SKILLS

Information Architecture & Interaction Design:

Sitemaps & User Flows, Wireframing & Prototyping (Figma, Sketch), User Interface (UI) Design Principles, Accessibility Design

User Research & Empathy:

User Interviews & Surveys, User Persona Development, User Journey Mapping, Usability Testing & A/B Testing

Design for Development:

Understanding of design principles for development, Intermediate knowledge of HTML, CSS, JavaScript (React)

Business Acumen & Product Strategy:

Experienced in Leading product lifecycles, Expert understanding of user metrics and analytics

EDUCATION

UITS - Product Design (Bachelors Degree)

FUN FACT

I am a Gamer who surprisingly gets worse every year or maybe the young ones are getting better.