Hammad Jawaid

Product Designer + Musician

Connect

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Skills

UX / UI Design
Product Strategy
Growth Strategy
User Research
A/B Testing
Personas
Mapping Out User Flows
Interaction Design
Rapid Prototyping
Wireframing
HTML / CSS / Javascript

Tools

Sketch / Figma
Framer / InVision
Origami
Whimsical
Sublime Text
Mural
After Effects
Photoshop
Illustrator
Google Analytics

For Fun

Pencil + Paper

Making Beats Music Debates Playing Basketball Watching Reaction Videos

Design

Facebook Portal (Internship) | Product Designer

Was the lead designer on a 0 - 1 feature on Facebook Portal, collaborating with PM's, engineers, designers and content strategists. Took user stories from sketches to high fidelity mocks, designing across multiple surfaces such as TV, mobile and other Portal devices.

Splice (Internship) | Product Designer

Collaborated with designers and engineers to build an internal web tool. Iterated on wireframes and user flows. Created and user tested these mid fidelity prototypes. Also helped conduct user research sessions on developing product ideas.

Treble (Internship) | Product Designer, Growth

Used research, data, and design methods to create strategies aimed at tackling business goals. Looked at ways to iterate on the user experience to maintain retention, executed those ideas to high fidelity prototypes. Also designed a pitch deck, used to present to investors.

Education

Simon Fraser University | School of Interactive Arts & Technology |
Beedie School of Business (Joint Major)

Senior design + business student expected to graduate in Fall 2021.

Kwantlen Polytechnic University | Computer Science + Business

Entered university in marketing and explored transferring in to computer science, but eventually landed in design.

Values

Simplifying Complex Problems

I believe the best designs are those that take complex problems and tackle them with simple solutions.

Business Orientated Design

I see user centric design and business strategy working hand in hand and aim to find solutions that are mutually benefical.

Collaboration

Communicating and working with a multidisciplinary team guides my design process, and is essential for me when thinking holistically about a product.

Jun 2020 - Aug 2020

Jan 2020 - Mar 2020

Sept 2019 - Present

Jan 2017 -Present

Sep 2015 -Dec 2016