



HALA RAAD HUSSEIN

UX UI Designer / Front End Developer

CONTACT

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in linkedin.com/in/hala-raad

UX/UI Design Skills

- User Research
- User Experience Design
- User Interface Design
- Low/High Fidelity Prototyping
- Usability Testing
- Figma

Front-End Development Skills

- HTML, CSS and Bootstrap
- Responsive Web Design
- React.js
- Git and GitHub

SOFT SKILLS

- Teamwork
- Troubleshooting
- Fast Learner
- Scrum agile framework.

LANGUAGE

- Arabic: Native
- Intermediate English

PROFESSIONAL PROFILE

UX UI designer and React web developer. Determined and organized person. Passionate about designing beautiful, clean and minimal applications, then converting these designs into real world applications.

EDUCATION

Re:Coded

UX/UI Design Bootcamp

- July 2022 - November 2022
- Skills: Design Thinking, UX Research Methods, Interaction Design, Visual Design, User Interface Design, User Testing and Low/High-Fidelity Prototyping.

Al Mansour University College

Bachelor of Engineering (B.E), Computer Communications Engineering

- November 2009 - September 2013

Experience

United Systems IQ

React Front End Developer

June 2021 - May 2022

Baghdad, Iraq

- Build front-end applications using React framework.
- Ensure web design is optimized for smartphones.
- Build reusable code for future use.
- Assure that all user inputs are validated before submitting to the back-end.

Al Israa University

Laboratory Assistant

December 2013 - September 2017


Baghdad, Iraq

- Repair & maintain laboratory equipment.
- Maintain existing computer systems applications software.

Re:Coded Bootcamp

UX/UI Designer

Remote | Worked with a team of 5 people

Project link 

- Building a research plan, interview, and survey scripts.
- Conducting interviews with five people & publishing a survey.
- A definitive Problem statement.
- Persona(s).
- A detailed User Scenario, User Journey Map and Empathy Map.
- A comprehensive record of brainstorming sessions for the product's potential features and ideation process.
- A set of Use cases supporting the product's features & early sketches explaining features.
- A set of mid-fi wireframes for each of the use cases.
- A clickable prototype ready to be pushed to the testing phase.
- An organized design system including typography, color schemes, and layouts.
- Hi-fi mockups of the screens of the primary user flows.