

Hussein M. Fakhri

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Location: Iraq-Duhok

Status: Single

[Portfolio](#)

Professional Summary

I am a product designer based in Iraq, with a focus on startups. My passion lies in crafting engaging and intuitive user experiences that make technology enjoyable and easy to use. Through my skills in user research, prototyping, and visual design, I am committed to creating products that meet the needs of users while achieving business goals. I thrive in fast-paced environments and enjoy collaborating with cross-functional teams to bring innovative ideas to life.

I am able to work from anywhere in the world and bring a diverse perspective to design challenges and to stay up-to-date on the latest design trends and best practices from around the globe. Finally, I am always seeking new and exciting projects to work on and am dedicated to producing high-quality work that exceeds expectations.

Education

Bachelor's degree in Public Health - Duhok Polytechnic University. October 2018- June 2022.

Languages

Arabic - Native Speaker.

English - Fluent (speaking, reading and writing).

Kurdish - Fluent (speaking, reading and writing).

French - Basic Speaker.

Armenian -Basic Speaker.

Qualifications & Skills

UX Design

(Data analysis, User Research, User testing, Teamwork, Wire framing, Prototyping).

Tools

(Figma, Figjam, Protopie, Slack, WordPress, CSS, HTML, Javascript, Copywriting, Adobe XD, Sketch, Framer, Surveys, Market fit, Market analysis, Wireframing, and Prototyping)

- Knowledge of user-centered design principles and best practices.
- Proficiency in design tools such as Sketch, Adobe XD, or Figma.
- Understanding of HTML, CSS, and JavaScript to communicate effectively with developers.
- Experience with user research methods, such as surveys, user testing, and persona development.
- Strong visual design skills, including typography, color theory, and layout.
- Ability to create wireframes, prototypes, and high-fidelity designs that effectively communicate design solutions.
- Excellent communication and collaboration skills, including the ability to work effectively with cross-functional teams.
- Experience in creating responsive designs that work seamlessly across different devices and screen sizes.
- Knowledge of design systems and design patterns to create consistent and scalable designs.
- A passion for staying up-to-date with the latest design trends, technologies, and best practices.

Work Experience

UX/UI Designer, Lelav Tech, Apr 2023 – Feb 2024

Responsibilities:

- Worked individually and collaboratively on projects centered around user research, interactive design & rapid prototyping.
- Produced personas, user flows, journey maps, sketches, wireframes, and a prototype.
- Managed visual designer to develop high-fidelity concepts.
- Worked with a team of developers in an agile environment to bring designs to light.

Role Achievements

As a UX/UI designer, I led and contributed to multiple projects involving user research, interactive design, and rapid prototyping. I produced personas, user flows, journey maps, sketches, wireframes, and prototypes to facilitate project development. I successfully managed a visual designer, communicated design requirements effectively, and provided valuable feedback in design reviews.

I completed multiple projects on time and within budget, ensuring project success and client satisfaction. I received positive feedback for my creativity, professionalism, and attention to detail, and continuously sought feedback to improve design work and promote long-term client relationships.

Product Designer (UX/UI Lead), Forex City, Jun 2022 - March 2023

Responsibilities:

- Conducted user interviews, surveys, competitive analysis, and market research.
- Redesign of the product to address the business goal of recapturing the consumer market.
- Working directly with executives and higher-level management to produce prototypes, as well as front-end and back-end developers to implement the designs.
- Convey user-sentiment and communicate business goals to development teams.
- On boarded new UX team members through facilitation of the iterative design and review process and peer-to-peer coaching.

Role Achievements

As a Product Designer (UX/UI Lead), I successfully conducted user interviews, surveys, competitive analysis, and market research to gain valuable insights that informed the redesign of our product to address the business goal of recapturing the consumer market.

Working directly with executives and higher-level management, I produced prototypes and collaborated with front-end and back-end developers to implement designs that aligned with business objectives and user needs. Through my ability to convey user sentiment and communicate business goals to development teams, I ensured that all design specifications were implemented accurately and efficiently.

COO, Wan Software, August 2020 – September 2021

Responsibilities:

- Design and implement business strategies, plans and procedures.
- Set comprehensive goals for performance and growth.
- Establish policies that promote company culture and vision.
- Oversee daily operations of the company and the work of executives (IT, Marketing, Sales, Finance etc.)

Role Achievements

Streamlined the company's operations and improved efficiency. increased revenue and profitability by identifying new business opportunities, improved sales processes, and optimized pricing strategies. built and maintained strong relationships with key partners and customers and lead the development and implementation of new products and services.

Courses & Trainings

- HTML and CSS3 with user experience by Udemy Educational platform (2023).
- Digital Copywriting program by (WFP) World Food Program (2023).
- Incubator Program by Five One Labs (2022).
- UX Design Professional by Google Coursera (2022).
- Design course by Gary Simon (2022).
- Ignite program by Five One Labs. (2022).
- UI Design by Erik Kennedy (2022).