

Layan ALmoqaiteeb

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SUMMARY

Computer Science student passionate about Front-End development and UX/UI design. Skilled in Figma, HTML, CSS, and JavaScript, with experience leading UX/UI workshops. Eager to contribute to innovative projects, apply design-to-code skills, and continuously grow technical expertise.

EDUCATION

Bachelor of Computer Science - Qassim University (QU)

AUG 2021- JUN 2026

PROJECTS

Landing Page Portfolio – Front-End Project

Sep 2025

- Built and deployed a responsive personal landing page using **HTML, CSS, and JavaScript**.
- Translated Figma design into code to showcase UX/UI and development integration.
- Published project online as part of portfolio.

NATAJ – UX/UI Design (Masar Program Project)

Nov 2024 – Feb 2025

- Designed a web platform to improve supplier-buyer communication and order tracking in manufacturing.
- Focused on seamless workflows, intuitive design, and user needs.
- Team ranked among the **top 10**.

Qatiah – UX/UI Design & Development (Masar Program Project)

Nov 2024 – Feb 2025

- Conducted user research (interviews) to identify group expense pain points
 - Designed high-fidelity prototypes and built a design system in **Figma**
 - Developed key app screens using **Flutter/Dart** as an extra self-learning exercise
 - This project led to progressing to the next stage in the **Masar by SANI program**
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WORK EXPERIENCE

World of System & Software – Product Design Management Intern

Jun 2025 –Aug 2025

- Contributed to UX analysis and competitive benchmarking for the subscription tracking system to identify improvements.
- Designed wireframes, user flows, and interactive prototypes, iterating based on continuous feedback.
- Conducted A/B testing and user research (surveys & interviews) to validate design decisions and improve UI/UX quality.

Volunteer – College of Computer Science Awareness Booth

Jul 2025

- Volunteered to present and explain computer science fields to the public.
- Developed **Arduino projects** for live demonstrations:
 - Interactive game controlled via proximity sensor.
 - TinyML with sensors to trigger red, yellow, and green LEDs based on hand distance.
 - Computer Vision finger counter controlling multiple LEDs.

UI/UX Camp Instructor – Google Developer Student Club, QU

Apr 2025

- Led a 4-day UI/UX camp for 37 students with project-based learning.
- Guided participants to apply core design principles in final Figma prototypes.

Confidential HealthTech Project – UX/UI Designer | Freelance

Oct 2024

- Conducted client discovery meetings to gather requirements and translate business needs into actionable design goals.
- Created low-fidelity wireframes to align stakeholders on user flows, followed by high-fidelity **Figma** prototypes for final approval.

Computer Club Member – Qassim University (QU)

Apr 2024 - Present

- Designed and delivered an intensive **UI/UX workshop** for 25+ students featuring 80% hands-on Figma training, resulting in 100% of participants creating portfolio-ready prototypes.
- Led **Programmer's Day** for 80+ attendees, featuring a coding challenge game with computer science questions.

LICENSES & CERTIFICATIONS

- UX/UI - Masar by SANI
 - Introduction to Artificial Intelligence – **KAUST**
 - Analyze Data to Answer Questions – **Google**
 - Ask Questions to Make Data-Driven Decisions – **Google**
 - Data Collection and Processing with Python - **University of Michigan | Coursera**
 - Cambly certificate
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AWARDS

- **2nd Place – COP16 Hackathon, Riyadh:** Developed an AI solution to combat desertification.
 - **9th Place – Innovation in Education Hackathon, Abha:** Created an innovative EdTech solution.
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SKILLS

Technical Skills:

Design & UX: UI Design, User Experience, User Research, User Analysis, Prototyping, Building Design Systems, Website Design.

Web & Programming: HTML, CSS, JavaScript, Python, SQL, C++, Java, Flutter.

Soft Skills: Attention to Details – Communication – Teamwork – Problem Solving – Adaptability – Team Management – Presentation Skills – Time management

Languages: Arabic (Native), English (Fluent)