Mohammed Jizan K

UX Designer

jizan.ux@gmail.com
linkedin.com/in/jizan
Portfolio: www.jizan.in

Skills

Highly-proficient with • Figma • Webflow • Blender • Rive • Adobe Creative Suite.

Acquired design skills • User research • Information architecture • Prototyping • Competitive analysis • Wireframing • Interaction design • Visual design • Usability testing • Branding.

Programming Languages • JavaScript • React • HTML • CSS • C#

Technical know-how in varied tools • iWork • Google Suite • Github • Notion • Miro • After Effects • Final Cut Pro.

Extra-curricular

Volunteer Secretary, National Service Scheme Unit.191 — *2019 - 2020*

Lead, Developer Student Club MES College of Engineering — *2019 - 2020*

Design Team Member, IEEE CS Kerala Chapter — *2018 - 2019*
Disseminated and handled both inter and intra-IEEE Design works for various national and state-level events including CSIS'19 and AKCSSC'19.

IEEE SB MESCE — *2018 - 2021*
Link Representative — *2020 - 2021*
Chairperson, ComSoc — *2019 - 2020*
Design Lead — *2019 - 2020*

FrizBee'19 — August - September, 2019
Led the host team, Designed and organized a successful national-level flagship event for 200+ delegates with 60+ volunteers and 10+ speakers.

Experience

UX Designer / Ziroh Labs
Bengaluru, India — *April 2022 - January 2023*
Designed branding, visual identity, and user experience for a suite of encryption-based products including Zunu (Privacy-Preserving Software), Zunu drive (cloud storage service), Zunu mail (email service), Sparrow (social media application), and more...

Product Designer / Crezo
Muscat, Oman — *August 2021 - October 2021*
Focused on quality of design through social media marketing strategy including UI/UX designing, Branding, and creative digital design works for various clients.

UX Designer / UnQ Technologies
Bengaluru, India — *August 2020 - July 2021*
Crafted branding and user experience for UnQ smart clinic suit. Implemented innovative features, such as a AI based consultation platform and real-time appointment scheduling to improve UX.

Education

B.Tech in Computer Science Engineering
MES College of Engineering, Kuttippuram — *August 2017 - July 2021*
Ponnaiyah Ramajayam Institute of Science and Technology — *December 2021 - August 2022*

Project

PARTHA: A System for Assisting Visually Impaired
October 2020 - July 2021 / *bit.ly/partha-report*
Worked on a project that aimed to help visually impaired people. Led a 4-person team, concentrated on innovation, and improvised to develop the project within the stipulated time.

Certificates

Architecting with Google Compute Engine
July 2020 - October 2020 / *bit.ly/DHCNZR3CNWY5*
From Google Cloud Readiness (or Google ACE) program.

References available upon request.