

Kevin Abou Hanna

Digital Product Designer & Developer

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Experience

Profit Isle • Product Designer & Frontend Developer

2019-2021

- ◆ Lead the design of Profit Isle Saas platform.
- ◆ Contributed to a cross-org team developing Profit Isle Design System.
- ◆ Collaborated with scrum developers using the XP method to develop
A consistent and cohesive visual language across the platform.
- ◆ Adopted Mr. Deming's Plan, Do, Check, Act approach throughout our sprints.

Idea to Life • Frontend Developer

2018-2019

- ◆ Lead the development of several landing pages for MENA startups.
- ◆ Translated wireframes/mockups to responsive and semantic HTML/CSS code.
- ◆ Collaborated with different scrum teams using d.school's Design Thinking (Empathize, Define, Ideate, Prototype, Test) process.

Education

Interaction Design Foundation

2021-present

Studying the science and psychology behind User Experience Design.

Skills

Design

Product visions, flows,
Wireframes, mockups,
Prototyping, design-
Systems

Research

Personas, user journeys,
Contextual inquiry,
Usability tests

Management

Roadmap creation, priori-
tization, sprint planning,
Retrospectives.

Tools

HTML, CSS, JS, Git, Jira, Airtable, Figma, Adobe Suite (PS, AI, XD), Netlify, SSGs.