

MUHAMMAD ADEEL

UI/UX Designer

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Dha Phase 6 Sector C, Lahore, Pakistan

SUMMARY

Creative and self-motivated UI/UX Designer with hands-on experience in designing personal and client projects, including mobile apps and responsive websites. Skilled in wireframing, prototyping, and building user-centered interfaces using Figma. Passionate about creating clean, intuitive designs that enhance user experience.

EXPERIENCE

UI/UX Designer Intern

Paradox Software Company

05/2025 - 07/2025

Paradox Software Company is a tech-driven firm specializing in innovative web and mobile application solutions for diverse clients.

- Contributed to the creation of wireframes and interactive prototypes for website and mobile client projects using Figma.
- Conducted user research and competitor analysis to support UX decisions and improve interface usability.
- Collaborated with Senior Designers to develop and maintain design systems and style guides.

Figma Designer Intern

Developershush Corporation

03/2025 - 04/2025

Paradox Software Company is a software house that provides tailored web and mobile development solutions, working closely with clients to deliver user-focused digital products from concept to deployment.

- Designed clean and responsive UI layouts for mobile apps and web platforms using Figma.
- Built reusable components and maintained consistency across multiple screens using auto layout and design systems.
- Collaborated with the team to improve visual hierarchy, color schemes, and typography for better user engagement.

EDUCATION

BS Computer Science

Lahore Garrison University

07/2021 - 06/2025 Lahore

Intermediate

Sona Public College

06/2019 - 09/2021

LANGUAGES

English

Intermediate



Urdu

Native



KEY ACHIEVEMENTS



Designed Real-World UI/UX Solutions

Applied user centered design principles to create responsive web and mobile interfaces for real client projects, enhancing usability and visual appeal.



Strengthened Prototyping and Component Building Skills

Built high fidelity prototypes and reusable UI components in Figma, improving workflow efficiency and delivering polished user experiences during both Internships.



UI/UX Course Completion

Successfully undertook a comprehensive UI/UX Design course with hands-on projects from NS Trainings, focusing on user-centered design, prototyping, and design tools like Figma.

STRENGTHS



Strong Visual Problem-Solving:

Able to translate complex ideas into clean, user-friendly interfaces that enhance usability and engagement.

SKILLS

Figma

Wireframing

Prototyping

Design Thinking

Responsive Design

Problem Solving

COURSES

UI/UX Design Fundamentals

Completed course in UI/UX design fundamentals, including user research, wireframing, and prototyping. Learned to use design tools like Figma through hands-on projects.