



LAMRI MAYA CHIRAZ

GRAPHIC DESIGNER,
UI/UX DESIGNER,
CS ENGINEER

/ ALL ABOUT ME

Innovative and deadline-driven Graphic Designer with 2+ years of experience designing user-centered digital/print marketing material from initial concept to final, polished deliverable.

/ CONTACT DETAILS

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/ COMPETENCIES

■■■■■ Figma
■■■■■ Adobe photoshop
■■■■■ Adobe illustrator
■■■■■ Krita
■■■■■ javascript
■■■■■ HTML
■■■■■ CSS

/ EDUCATION HISTORY

>> HIGHER SCHOOL OF COMPUTER SCIENCE (ESI-SBA)

2017 - 2022

- > Licence (2020 / SBA)
- > Masters degree (2022 / SBA)
- > Engineering in computer systems degree (2022 / SBA)

/ PROFESSIONAL EXPERIENCE

>> INTERFACE'S VISUAL APPEAL QUANTIFICATION

2021 | SBA

Masters Degree Thesis

Studying and deep diving in the methods used for automatizing the usability tests based on users' personal informations as a step to create more sufficient and powerful designs that can have a noticable impact in the users behaviour when interacting with them. The study consists on going through all the fundamentals of the human-computer interaction, ui/ux and the deep learning, then discussing and analyzing researches that studies this problematic, to extract all the important informations and also compare between the methods used in these studies to outcome the best approach used and start from there while developing our own network for the same purpose.

>> USABILITY/SEC

2021 | SBA

Final Year Project (part one)

Implementing deep learning models for quantifying the visual appeal of web pages in a short ammount of time based on the demographics informations of the users. The goal of this project is to automatize the 5 seconds usability testing and put it in disposition of designers and front-end developer to test and know the rating of their visual appeal.

>> CROWDSOURCING WEBAPP

2022 | SBA

Final Year Project (part two)

The lack of the dataset in the feild of UI/UX researches pushed us to create a crowdsourcing app to collect more dataset for training our models that quantify the webpage aesthetics. It consists of screenshooting webpages randomly and asks the users who want to participate in the survey to rate those screenshots in a range of 1 to 10. Then use the data collected to train our models and get better results.

>> FREELANCING

2020 - Today | Remote

Job Experience

working on creating and delivering delightful digital experiences. I bring my critical thinking skills and eye for detail to create compelling apps, websites, products, and experiences. I land my clients either from Fiverr platform, through my network, or social media.

>> UI/UX DESIGNER | FULL TIME JOB

2022 - Today | Remote

Job Experience

Working full time as a UI/UX designer at Try2Promote marketing agency, where i am given the role to create, design and finalize app and web designs and also interact with clients to get an incite of what they need in their projects. I work also on creating social media packs, posters, files and brand identities.

/ CERTIFICATES

>> The Hong Kong University of Science and Technology

- FRONT-END web UI frameworks and tools: BOOTSTRAP4.
- FRONT-END web development with REACT.

>> California Institute of the Arts

- Fundamentals of graphic design.
- Introduction to typography.
- UX design fundamentals.
- Visual Elements of User Interface Design.

/ CLUBS AND ORGANIZATIONS

>> GDSC ESI SBA

2021 | SBA

Graphic Designer

Designing and creating social media posts, physical elements assets, files, posters, and more.

>> GDG SBA

2021 | SBA

Graphic Designer

Creating social media posts, files, and posters for google developers club sba.

>> INGENIUMS

2020 | SBA

Graphic Designer

Had the chance to work as a graphic designer at the same club, where i have been in charge of designing social media posts, flyers and even documents.

