MISHAAL AL BASHIR

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mishaalalbashir.co

SKILLS

Sketch App
Photoshop
AfterEffects
Zeplin
Prototyping
HTML & CSS
Javascript
Wireframing

HOBBIES

Hardware-tinkering

Creative writing

Mechanical keyboards

Animation

EXPERIENCE

UKEN GAMES UI/UX Designer *May - August 2016*

Redesigned and iterated on major mobile game user flows including Player vs Player, Player vs Environment Battles, and the use of in-game friends. This also reduced the number of screens and time taken between areas by 30%.

Lead the team as its sole UX Designer towards minimum viable product and through the launch cycle.

Assisted the process and design for an internal system to create in-game events.

Conducted informal meetings to discuss feedback about the game with both colleagues and users.

Organized and conducted meetings to onboard new designers about team practices, design principles and design standards.

SCOTIABANK Quality Assurance *May - August 2015*

Tested, implemented and provided feedback and suggestions for new features and user interactions.

Performed back-end analysis of userbase which was used to improve mobile web experience for key cohorts.

Iterated on new mobile site design, optimizing for positive user experiences via extensive testing.

TASKRILLA Product Designer *April 2017 - Present*

Redesigned flows for large traffic areas including booking and check-out, optimizing for visual clarity.

PROJECTS

PANTRY iOS App *https://github.com/loiralae/Pantry*

Conducted user interviews and observation to determine frustration points

Lead interface and interaction design decisions and the creation of a high quality/fidelity prototype.

EDUCATION

UNIVERSITY OF WATERLOO

Bachelors of Honours Global Business and Digital Arts

Graduated April 2017