# EXPERIENCE DESIGNER

M.G HACHEM

https://www.mghachem.com

### **About**

Experienced CX/UX researcher and designer. Dedicated to creating evidence-driven solutions that solve user problems and benefit business.

### Skills

### **LANGUAGE**

English (Fluent, first language) Arabic (Native) Spanish (B1-B2 level) Turkish (A2 level)

#### **CRAFT**

User needs research . Ideation . Sketching. Concept development. Illustration . Design research . Usercentered design. Human factors. Wireframing . Prototyping . Digital modelling. User Testing

#### **SOFTWARE**

Balsamiq . Figma . Adobe XD . Invision. Illustrator . InDesign . Photoshop . Rhinoceros . AutoCAD . V-Ray rendering . Unity3D

### **PROGRAMMING**

HTML . CSS . Javascript . jQuery . Python . C#

## Work experience

TINKERLIST.TV (LEUVEN, BELGIUM)

Senior User Experience Designer . 2021 - Present

Interim Head of UX . 2023 - Present

- Conduct and lead 3 user research sessions weekly using qualitative and quantitative methods to inform product development.
- Collaborate with cross-functional teams to align product goals with user needs.
- Co-lead the design process from ideation, validation, and execution across all product ranges.
- Developed modular design libraries that reduced transition time from ideation to execution from 8 to 2 working days, increasing efficiency by 75%.
- Reduced UX meeting hours from 15 to 3.75 hours, resulting in a reduction of meeting hours by 75% and streamlining the design process.
- Promoted a lean UX approach, increasing collaboration and product focus.

### **ECOMZ** (BEIRUT, LEBANON)

### Senior Customer/User Experience Designer . 2020 - 2021

- Led concurrent design projects: no-code e-commerce website builder, and ecommerce platform UX overhaul.
- Led UX/UI design and web development of company website and ZenDesk helpdesk, improving SEO, traffic, and form submission rates by 1333%.
- Developed modular design systems, reducing transition time from ideation to execution from 10 to 3 working days and improving efficiency by 70%.
- Conducted user research, translated findings into actionable insights, and guided product development roadmap.
- Collaborated with product, engineering, and marketing teams.

### **MGH DESIGN SERVICES (REMOTE)**

Contract Visual and Experience Designer . 2014 - 2020

BH ENGINEERING (BEIRUT, LEBANON)

Architect . Branding Designer . Procurement Officer . 2015 - 2019

BERNARD KHOURY / DW4 STUDIOS (BEIRUT, LEBANON)

Intern Architect . Intern UI Designer . 2013

**ABAR ARQUITECTOS (BARCELONA, SPAIN)** 

Intern Architect . 2012

## **Education**

**AMERICAN UNIVERSITY OF SHARJAH** (SHARJAH, UAE)

Bachelor's of Architecture . N.A.A.B Accredited . 2014

#### **UNIVERSITY OF VIRGINIA - DARDEN SCHOOL OF BUSINESS**

Digital Product Management Specialisation . 2020

### UNIVERSITY OF CALIFORNIA, IRVINE

Project Management Principles and Practices Specialisation . 2020

#### **UNIVERSITY OF MICHIGAN**

User Experience Research and Design Specialisation . 2020