MohamedNoor Elnasir

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Relevant Experience

UX/UI Design Student Project | ULK University | March 2024 - Present

- Designed a food ordering app for ULK students to make meal orders faster and easier using Figma.
- Created wireframes, low- and high-fidelity prototypes, and user flow diagrams to test with users.
- \bullet Conducted usability testing and improved app flow based on feedback from students and mentors.
- Collaborated with teammates on interface consistency and interaction improvements.

Freelance UX/UI Design | Remote | June 2023 - February 2024

- Built simple mobile and web prototypes for student and local projects using Figma and Adobe XD.
- Practiced visual design principles including typography, color balance, and layout.
- Created user personas, journey maps, and mockups for concept apps such as a university management system.

Web Design Practice | Personal Project | January 2023 - May 2023

- Designed and developed responsive web layouts using HTML, CSS, and a bit of JavaScript.
- Focused on creating clean, user-friendly interfaces that enhance accessibility.
- Applied UX principles such as consistency, feedback, and simplicity to improve usability.

Education

Bachelor of Software Engineering | ULK University, Rwanda | Expected Graduation: 2026

• Relevant Coursework: Human-Computer Interaction, Web Design, UX Research, Front-End Development, Visual Design.

Tools & Skills

 $\textbf{Design} \colon \mathsf{Figma} \cdot \mathsf{Adobe} \ \mathsf{XD} \cdot \mathsf{Adobe} \ \mathsf{Photoshop} \cdot \mathsf{Wireframing} \cdot \mathsf{Prototyping} \cdot \mathsf{Visual} \ \mathsf{Design} \cdot \mathsf{UI} \ \mathsf{Layouts}$

Research: User Interviews · Usability Testing · Journey Mapping · User Personas · A/B Testing

Development: HTML · CSS · Basic JavaScript · Python (beginner)

 $\textbf{Soft Skills} \colon \textbf{Collaboration} \cdot \textbf{Problem Solving} \cdot \textbf{Creativity} \cdot \textbf{Communication} \cdot \textbf{Attention to Detail}$

Languages

English (Fluent) · Arabic (Intermediate)

Career Objective

Motivated and creative Software Engineering student passionate about User Experience and Interface Design.

Eager to learn and grow in the UX/UI field by combining design thinking and technical development skills to

create meaningful and user-friendly digital products.