



HEY THERE, I'M NOUREDDINE. AN END-TO-END DESIGNER WHO WANTS TO WORK WITH DECENT HUMANS.

DUBBER

LEAD PRODUCT DESIGNER

OCT 23 — PRESENT / NAARM (MELBOURNE), AU

Led the design team for an AI-powered web app, focusing on creating smart and user-friendly web experiences. Took charge of the design process from start to finish, ensuring everything matched user needs and tech trends, all while keeping the team collaborative and motivated.

SIMPLE ONLINE HEALTHCARE

HEAD OF DESIGN

NOV 20 — OCT 23 / REMOTE

Ran the show for design across three brands in three countries, handling everything from visual and product design to brand and internal projects. Crafted high-level roadmaps, shaped the design culture, and stayed hands-on with web, mobile, print, and branding work.

ECHO (NOW LLOYDS DIRECT)

LEAD PRODUCT DESIGNER (PATIENT FACING)

OCT 18 — OCT 19 / LONDON, UK / REMOTE AU

Guided the design of patient-facing web and mobile apps with a cross-functional team. Took the lead on mobile app features and completely revamped the web app, making sure everything was seamless and user-friendly across both platforms.

VERVE (FORMERLY STREETTEAM, NOW POLLEN)

SENIOR PRODUCT DESIGNER

JUN 17 — SEP 18 / LONDON, UK

Led design in a cross-functional team of engineers, researchers, and product owners. Managed the development of key features and projects from start to finish, ensuring smooth collaboration and a balance between user needs and business goals.

GENERAL ASSEMBLY

ASSOCIATE INSTRUCTOR (UXDI8 & UXDI9)

SEP 15 — FEB 16 / SYDNEY, AU

Led engaging lectures, tutorials, and workshops on visual design, branding, development, mobile design, and industry tools. Helped students get to grips with both the basics and the advanced stuff, setting them up for success in the real world.

NOUREDDINE MADE

END-TO-END DESIGNER (FREELANCE)

SEP 07 — PRESENT / WORLDWIDE

Provided end-to-end design solutions as a freelancer, working on everything from websites and brand identities to app experiences. Delivered custom designs tailored to each project's needs, always with a focus on quality and results.