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PROFESSIONAL SUMMARY

As an experienced product designer with a passion for creating innovative and intuitive digital products, I am excited to bring my skills and expertise to a new opportunity.

With a strong background in user research, user interface design, and prototyping, I have a proven track record of delivering high-quality designs that meet the needs of both users and businesses.

WORK HISTORY

Oneflare | Product Designer

April 2023 - Present

- As a product design person at Oneflare Tech Solution, my role is to work closely with the product and development teams to create intuitive and user-friendly digital products and experiences that meet the needs of our customers.
- I am responsible for designing and iterating on user interfaces, user flows, and visual designs that are both aesthetically pleasing and functional.
- This involves conducting user research to understand user needs, preferences, and behaviors, as well as analyzing data to identify areas for improvement.
- I work closely with product managers, engineers, and stakeholders to ensure that the product design aligns with the business goals and technical requirements.
- I also collaborate with the development team to ensure that the final product is implemented according to the design specifications.
- Overall, my role is to help create digital products and experiences that are easy to use, engaging, and meet the needs of our customers while also aligning with the company's overall strategy and goals.

Euphoria Labs | Product designer

August 2022 - May 2023

- As a product design person at Euphoria Labs, my role is to create immersive and engaging experiences for users using Augmented Reality (AR) and Virtual Reality (VR) technologies.
- Euphoria Labs specializes in AR and VR design models, and my responsibility is to ensure that the products we create meet the high standards of quality and innovation that our clients expect.

- My role involves collaborating with cross-functional teams, including developers, 3D artists, and project managers, to bring our ideas to life. I work closely with our clients to understand their requirements and objectives, and then design solutions that meet their needs while also pushing the boundaries of what is possible with AR and VR.
- One of the key aspects of my role is to create user interfaces that are intuitive and easy to use. This involves conducting user research to understand how people interact with AR and VR, and then designing interfaces that enable users to navigate the digital world with ease.
- I also create wireframes, prototypes, and high-fidelity designs that help visualize and communicate our ideas to the team and clients.
- In addition to designing interfaces, I am also responsible for creating 3D assets and models that are used in the AR and VR experiences we create. This requires a deep understanding of 3D modeling and texturing, as well as an eye for detail and aesthetics.

Powertrack | freelance Group Project

- Collaborated with a team of freelancers to develop PowerTrack, a prepaid meter platform that helps users track their prepaid meters in real-time
- Led the design and development of the user interface, creating wireframes, prototypes, and high-fidelity designs to visualize the product
- Worked closely with the development team to ensure that the product was implemented according to design specifications
- Conducted user research to understand user needs and preferences, and incorporated this feedback into the design
- Used skills in UX design, UI design, and project management to ensure that the project was completed on time and within budget
- PowerTrack has been successfully launched and is currently being used by hundreds of customers, helping them track their prepaid meters and save money on their energy bills."