

Ranim Moustafa

UI /UX DESIGNER

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Summary

UI/UX Designer with 6 months of experience in end-to-end UI/UX design. Focused on user research, usability, and high-fidelity prototyping for mobile and web interfaces. Strong skills in Figma, prototyping, and usability testing.

Education

Bachelor's Degree Computing & Data Sciences | Alexandria University
GPA: 3.75

Sep 2022 - Present

Internships Experience

UI/UX Web Design Intern (Digital Arts Track)
Digital Egypt Pioneers Initiative (DEPI)

Nov 2025 – Present

- Design user-centered web and app interfaces following UI/UX best practices.
- Conduct user research and translate insights into information architecture and user flows.
- Create wireframes and high-fidelity prototypes using Figma.
- Apply usability principles to improve navigation, accessibility, and interaction design.
- Collaborate with designers and developers to transform ideas into functional digital products.
- Leverage AI-powered tools to enhance design efficiency and user experience.

UI/UX Design Intern
National Telecommunication Institute (NTI) & ITIDA

Jul 2025 - Aug 2025

- Conducted user research and applied UX principles in design projects.
- Designed mobile and web interfaces using Figma, including wireframes and prototypes.
- Created personas, empathy maps, and user journeys to guide design decisions.
- Applied usability testing techniques to improve user experience and design quality.

Projects

هيكلية – Integrated HR Services Platform

Nov 2025 – Dec 2025

Description: Designed a comprehensive HR services interface for an integrated HR platform project focused on improving efficiency in core HR operations. Conducted UX research and created user flows, wireframes, and high-fidelity UI screens using Figma to ensure a user-centric experience. Applied usability testing and iterative feedback to refine components and optimize the HR dashboard and interaction patterns.

Tools: Figma, Google Form, Pinterest, Unsplash, Google Meet.

Behance Link: behance.net/gallery/240226777/Heikala-is-an-integrated-HR-services-platform/modules/1383867429

Animal Rescue App

Jul 2025 - Aug 2025

Description: Designed a mobile application for organizing animal rescue volunteers and pet adoption. Created wireframes, high-fidelity prototypes, and interactive components in Figma. Conducted user interviews and developed empathy maps and personas to ensure user needs were addressed.

Tools: Figma, Google Form, Pinterest.

Behance Link: behance.net/gallery/231674729/animal-safety/modules/1328789213

Skills

Technical Skills:

- Proficient in Figma, Wireframing, Prototyping, User Research.
- Familiar with Personas, Empathy Maps, Usability Testing.

Soft Skills: Problem Solving, Design Thinking, Time Management, Team Collaboration, Fast Learner, Attention to Detail.

Languages

Arabic (Native), English (Fluent), French (Intermediate)