# RUWAIZ RAZAK

## **USER EXPERIENCE DESIGNER**

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## **EXPERIENCE**

#### **ZYNGA, SENIOR EXPERIENCE DESIGNER**

July 2023- Jan 2024

- Redesigned Navigation and FTUE resulting improved New User Retention Rate significantly.
- Presented design proposals effectively to stakeholders and cross-functional teams.
- Mentors intern and Associate UX designers nurturing growth.
- Defined A/B testing validating hypothesis using KPIs.
- Elevated end-to-end experience, addressing and identifying UX issues through thorough research.

## **ZYNGA, EXPERIENCE DESIGNER**

July 2021- 2023

- Contributed to Farmville 3 UX transition from external studio to Zynga India with Senior UX.
- Revamped Ad-watching experiences for players.
- Drove design decisions through rigorous qualitative and quantitative researches.
- Streamlined design process by building design systems in Figma and Unity.
- Built survey systems within the game to gather qualitative and quantitative data.

### **ZYNGA, ASSOC. EXPERIENCE DESIGNER**

July 2019-2021

- Designed features by conducting Competitive Analysis, UX Research and diverse design stages.
- Collaborated with PMs and Game Designers, to synchronize feature alignment with business needs, market feedback and user testing.
- Built Unity prefabs and translated figma designs and animations to prefabs and .anim files.
- Directed Revenue KPIs and feature roadmaps as APM in 2021 Q1, under supervision.

### **GLU, ASSOC. EXPERIENCE DESIGNER**

Mar 2018- 2019

- Conducted funnel analysis on user onboarding reducing churn and improving retention.
- Built multiple features adhering to **Agile** methodology by conducting **Usability Testing**, **User Research**, creating **Wireframes**, **Prototypes**, **User flows**, **use cases**, **defining VFX** and **SFX** for features.

#### KERALA STARTUP MISSION, FELLOWSHIP

April 2017- 2018

**NEXT FELLOW, PRODUCT DESIGNER** 

Jan 2017- 2017

#### **EDUCATION**

## **BACHELOR OF ENGINEERING IN COMPUTER SCIENCE**

June 2012-2016

Vishwesharaya technical university

#### **SKILLS**

Wireframing IA Quantitative Researches SQL Heuristics Analysis Figma UA Qualitative Researches Excel Competitive Analysis Data Visualization Adobe Suite