



Shumsuzzoha Sunam

UI / UX Designer (ERP,B2B-B2C)

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Believing Sheryl Sandberg's remarkable quote: "When companies are growing quickly and they are having a lot of impacts, careers take care of themselves. If you're offered a seat on a rocket ship, don't ask what seat. Just get on."

My Design Process

1. Empathise

Understanding of the problem I'm trying to solve.

2. Define

Analyze and synthesise my observations.

3. Ideate

Free Thinking: Brainstorm and Worst & Best Possible Idea Sessions.

4. Design

Lo-Fi / Hi-Fi Wireframe, Creating Style Guide & Components, UI Design, and Rapid Prototype.

5. Test

Collecting Feedback, Understanding of user, the conditions of use, how people think, behave, and feel, and to empathise.

Skills

User & Market Research

Business Ideation

Design Strategy

Hi-Fi / Lo-Fi Wireframe

User Experience Design

User interface Design

Product Management

Rapid Prototyping

Design System

Design Sprint

Branding & Identity

Scrum

Work Experience



Executive, UI / UX Designer at BYSL Global Technology Group

June, 2022 - Present ▪ Full Time

As a UI/UX Designer, I specialize in the design and development of user-centered interfaces for various software as a service (SaaS) projects, including enterprise resource planning (ERP) systems, human resource management systems (HRMS), and websites. My focus is on creating intuitive and effective designs that enhance the user experience and improve the overall functionality of the software.

Responsibilities (UI / UX Designer)

- Conducting user research to gather insights into the needs and expectations of users
- Designing wireframes, prototypes, and user flows to effectively communicate design ideas.
- Creating high-fidelity visual designs that align with brand guidelines and user experience best practices.
- Conducting usability testing to validate design decisions and identify areas for improvement.
- Collaborating with cross-functional teams such as developers, product managers, and stakeholders to ensure that designs are implemented correctly and effectively.
- Staying up-to-date with the latest design trends and technologies to ensure that designs are current and effective.
- Continuously iterating and refining designs based on user feedback and other data-driven insights.



Sr. UI / UX Designer at Orbit Technology

Jan, 2022 - Jun 2022 ▪ Full Time

Projects

- Lead Academy Website Redesign (Staff Training page, All Course, Single Course Details page, Functional Course page)
- Study Plex Website Design

Responsibilities (UI / UX Designer)

- Conducting user research and testing to inform design decisions.
- Creating wireframes, prototypes, and high-fidelity visual designs

Tools

1. Brainstorming / Ideation

Miro, FigJam, Lucidchart,
Balsamiq, Wireframe.cc,
Figma

2. Design

Figma, Adobe XD, Illustrator,
Photoshop, InDesign, InVision
Studio, UXPin

Prototype

Figma, InvisionApp, Marvel
App, Principle, Adobe XD,
Proto.io

4. Dev Handoff

Figma, Zeplin, Google Drive

5. Project Management

ClickUp, Jira (Scrum, Kanban), Trello
Asana, Notion

5. Communication / Others

Slack, Microsoft Team, Skype,
Google Meet / Chat, Zoom, G
Suite, Microsoft Office

Education

B.Sc in Computer Science & Engineering

Bangladesh University of Business & Technology
2015 - 2019

California Institute of the Arts Progress

Visual Elements of user Interface Design
-Via Coursera

BASIS Institute of Technology & Management (BITM)

Mobile Application Development-Android

- Ensuring the technical feasibility of designs and working with developers to implement them.



Lead Product Designer at Airmoll Limited

Jan, 2021 - Dec, 2021 ▪ Full Time

Projects

- Airmoll ERP (Customer Relationship Management, Human resource Management, Smart Office, Billing, Letter Management, and other in-house products).
- Airmoll Web Design (eCommerce, logistic, food)
- Airmoll-food App Design (Set Location, Hero Profile, Cart, Check out, Single & Multiple Order Tracking, Rating)
- Airmoll-logistic Web Design

Responsibilities (Senior Software Lead, UI / UX Designer)

- Leading and managing a team of **software developers** and **designers**
- ERP, B2B, B2C experience designing complex UX, information architecture, and customer journeys.
- Using Design System & contributing components.
- Setting project goals and ensuring they are met on time and within budget.
- Collaborating with product managers, stakeholders, and customers to define product requirements.
- Designing and prototyping user-centered interfaces and interactions.
- Conducting user research and testing to validate design decisions.
- Staying up-to-date with emerging trends and technologies in software development and design.



UI/UX Designer & Mobile App Developer (Native) at YouthFire-It

Jan, 2020 - Dec, 2021 ▪ Full Time

Projects

- Ponnabd Mobile App and Website Redesign.

Responsibilities (UI / UX Designer)

- Designing and developing mobile applications for Android platforms.
- Creating user-centered interfaces and experiences that meet business and user requirements.
- Staying up-to-date with emerging trends and technologies in mobile app development and design.



Java Internship at DataSoft Systems Bangladesh Limited

July, 2019 - Dec 2019 ▪ Full Time

Responsibilities

- Assisting senior developers in the development of Java applications.
- Participating in the design and implementation of Java-based solutions.