# DIGITAL DESIGNER

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# **DIGITAL DESIGNER**

#### **AGENDA**

- Problem statement
- Project overview
- End users
- Tools and technologies
- Portfolio designs and layout
- Features and functionality
- Result and screenshot
- Conclusion
- Github link

#### **Problem statement**

A problem statement for a digital designer is a concise, human-centered summary of a user's pain point or challenge that a digital product aims to solve

# PROJECT OVERVIEW

A project overview for a digital designer is a high-level summary in a design brief document that outlines the project's purpose, scope, goals, timeline, target audience, deliverables, and potential risks

#### **END USERS**

In digital design, end users are the people who will ultimately use the product, website, or application, distinct from the designers and developers who create it

#### **TOOLS AND TECHNOLOGIES**

Digital designers use software like the Adobe Creative Suite (Photoshop, Illustrator, InDesign), Figma, Canva, and Affinity Designer for graphics and illustration, Figma and Adobe XD for UI/UX design, and hardware such as computers, drawing tablets, and styluses.

#### PORTFOLIO DIESIGNS IN LAYOUT

Portfolio designs in a digital designer context involve strategically curating your best work into a cohesive online or PDF format that showcases your skills, design process, and professionalism to potential clients or employers.

# **Features and functionality**

Their functionality involves visual design (graphics, animations, UI/UX), user research, prototyping, and understanding user needs.

### RESULT AND SCREENSHOT

In a digital design context, "result and screenshot" refers to transforming a captured image (screenshot) into an editable design file or using a screenshot as a starting point to generate a new, refined design.

### **CONCLUSION**

Their functionality involves visual design (graphics, animations, UI/UX), user research, prototyping, and understanding user needs.

# **GITHUB LINK**