

MUHAMMAD ZAHID

USER EXPERIENCE DESIGNER

Skills

Experience

Process

Understand
Research
Sketch
Design
Implement
Evaluate

UX Skills

User Personas
Wireframing
Rapid Prototyping
Mockups
Basic Motion Design

RESEARCH

User Interviews
User Flows
Surveys
Usability Testing

TOOLS

Sketch
InVision
Adobe XD
Illustrator
Photoshop
InDesign
After Effects
Premier
Flash
3D Max
HTML/CSS
Java Script
Wordpress
Bootstarp

Creative Vision

UI/UX Designer

2007-Current

- Responsible to research and apply interaction design principals to develop effective UX design strategies.
- Contribute to the team's overall understanding of product relevance and user behavior. Work with various stakeholders on an ongoing basis to produce concepts, sketches, wireframes, user flows and comps.
- Responsible to prepare production files, documentations and specs for developers.
- Responsible to translate concepts and requirements into user flows, wireframes, mockups and prototypes that lead to intuitive user experiences.
- Facilitate the product vision by researching, conceiving, sketching, prototyping and user-testing experiences for the product.
- Responsible to design and deliver wireframes, user stories, user journeys, and mockups optimized for a wide range of devices and interfaces (web, app, chat, packaging, etc.)
- Responsible to make strategic design and user-experience decisions related to core, and new, functions and features.
- Take a user-centered design approach and rapidly test and iterate on designs.
- Collaborate with other team members and stakeholders (marketing, product, ops, care, tech, etc.).
- Assisted with the development and implementation of designs by collaborating hand-in-hand with developers to ensure designed experiences are realized

Czys Company Inc.

Lead Graphic Designer, Web Designer

2003-2007

Responsible for designing and developing web pages and interactive marketing materials such as banner ads, landing pages, buttons, online promotions and other marketing materials as requested in a fast-paced environment. Duties included HTML and CSS hand-coding, graphic design, UI design, and coordination with other internal development teams.

Design Skills

User Interface Design
Graphic Designing
Web Designing
Multimedia Designing
2D & 3D Animation

Contact

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302-981-8041

Education

Certified UX Designer Course

CareerFoundry

A 10-month intensive training program for UX Designers, specializing in UX process and methodology, data driven approaches to strategy as well as prototyping, wireframing, and conversion rate optimization. With over 600 hours in UX Design study, I built proficiency in a data driven approach to UX Design, describing an Information Architecture and developing user personas, wireframing, prototyping, and testing, including conversion rate optimization and A/B testing. During the course of this program, I built a Vocabulary app and Expert App project from scratch, using Adobe XD, Photoshop, InVision, and best practices of lean UX design.

Diploma in Graphic Designing

2000-2001

The House of Knowledge

Diploma in Web Designing

2001

The House of Knowledge

Diploma in Multimedia Designing

2002

The House of Knowledge

Complete Course in Professional Photography

2013

New York Institute of Photography