Zerva Shikho

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https://zerva19.github.io/zervashikho-portfolio/home.html | LinkedIn:

https://www.linkedin.com/in/zerva-shikho-a716292a9/ | Address: Damascus, Syria (Home)

ABOUT ME

As a front-end magician and design enthusiast, I wield pixels and code to craft mesmerizing digital experiences that spark joy and delight. With a heart set on creating intuitive and beautiful interfaces, I immerse myself in the realm of UI/UX design. Let's sprinkle some magic on the digital world together and elevate user experiences to new heights!

WORK EXPERIENCE

01/09/2024 - 03/01/2025 Türkiye

GRAPHIC DESIGNER TECHNOZLEADER

(Full-Time Remotely Work)

- Experience utilizing AI tools such as Heygen, Adobe Firefly, ChatGPT 4, and other
- Establish a visual identity for company projects.
- · Design company documents.
- Design social media posts and videos.
- · Assist UI designers using Figma.
- Produce videos using Renderforest

29/03/2024 – 05/08/2024 Dubai, United Arab Emirates

UI/UX DESIGNER & GRAPHIC DESIGNER CROMIX

(Full-Time Remotely Work)

· As a UI/UX Designer:

I responsible for creating intuitive and engaging digital experiences for our products.

Involved conducting user research, creating wireframes and prototypes, and collaborating with cross-functional teams to ensure a seamless user interface.

· As a Graphic Designer:

Contributed to Cromix's visual identity by designing impactful marketing materials, branding assets, and illustrations that reflected the company's vision and values.

26/09/2023 - 08/02/2024 Doha, Qatar

UI/UX DESIGNER BAYAAREA QATAR

(Full-Time Remotely Work)

- Creating and Design BayArea Website
- · Understanding user needs
- Designing the user interface (UI)
- Creating wireframes and prototypes

08/05/2022 - 20/03/2023 Amman, Jordan

UI/UX DESIGNER & GRAPHIC DESIGNER PIXEL

(Full-Time Remotely Work)

- Designed intuitive and engaging user interfaces (UI) for many app like Fatortak app and rent app, focusing on providing seamless user experiences.
- Created captivating and on-brand social media posts for the company, ensuring visual consistency and audience engagement.

- Developed impactful and visually appealing brochures for the company, balancing design and information to communicate key messages effectively.
- Crafted user-friendly UI designs for various company programs, prioritizing usability and accessibility.

EDUCATION AND TRAINING

10/07/2018 - 16/06/2023 Damascus, Syria

BACHELOR'S DEGREE IN INFORMATICS ENGINEER (SOFTWARE ENGINEERING) Syria Private University

- Completed a comprehensive five-year program focusing on Software Engineering.
- Developed a solid foundation in programming languages, software development methodologies, and system design principles.
- Acquired expertise in database management, algorithm design, and software testing.
- Graduation Project: Attained a perfect score of 100/100 for the creation of a groundbreaking multi-insurance platform, the project introducing a fully electronic system, establishing the first of its kind in Syria.

Website https://www.spu.edu.sy/

02/02/2024 - 04/03/2024

BUSINESS MODEL CANVAS: A TOOL FOR ENTREPRENEURS AND INNOVATORS (PROJECT-CENTERED COURSE) University System of Georgia (Via Coursera)

Learned to create business models using the Business Model Canvas ,focusing on: Customer Segments, Value Proposition, Channels, Customer Relationships, Key Resources, Key Activities, Key Partners, Revenue Streams, and Cost Structure.

Field of study Marketing and advertising

06/08/2023 - 29/10/2023

REACT JAVASCRIPT New Horizons

- Learned how to build interactive user interfaces using React.
- Mastered state management with React hooks.
- Implemented component-based architecture for scalable web applications.
- Practiced using modern JavaScript syntax and ES6 features.
- · Gained experience in handling asynchronous data with promises and async/await

Field of study Software and applications development and analysis

27/04/2020 - 12/09/2020

FLUTTER DEVELOPER Ousos

- Developed mobile apps using Flutter framework.
- Knowledge and practical experience in building cross-platform mobile applications.
- Implemented responsive user interfaces with Flutter widgets.
- Managed state using Flutter's state management techniques.
- Integrated third-party packages and APIs into Flutter projects.
- Published apps to both Android and iOS platforms.

Field of study Software and applications development and analysis

LANGUAGE SKILLS

Mother tongue(s): **ARABIC**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production Spoken interaction		
ENGLISH	C1	C1	B2	C1	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user