Iman Basaif ux/ui designer

iman.basaif@gmail.com

<u>LinkedIn</u> | <u>Behance</u>

§ 770-733-117

Hadhramaut, Yemen

Highly **creative UI Designer** graduated from **Re:Coded's Design Bootcamp** with hands-on experience with **Figma**, **Adobe XD**, and **Procreate**. Possess a strong sense of **aesthetics** and attention to detail. Graduated with **honors** in Software Engineering with a deep understanding of **software development cycle**.

Design Projects

Launch Pad | UX/UI Designer

February 2023 - April 2023

A desktop application to help fresh graduates land their first job

- Collaborated with 4 other designers on a desktop application for fresh graduates
- Managed project using agile methodology to streamline work for remote team
- Expanded knowledge in interaction design and visual design
- Used Figma Styles to create an organized Design System
- o Prototyped Figma wireframes to conduct usability testing

EduMe | UX/UI Designer

December 2022 - February 2023

A classroom conference application with special features to include students with slow internet connection

- Collaborated with 4 other designers on a classroom conference application
- **Brainstormed** with other designers to **ideate a solution** for a specific user problem
- Used **Procreate** to sketch a low-fidelity **prototype**
- Edited **wireframes** in Figma to make the design more cohesive

Tech Skills

Interaction Design
Visual Design
Illustration
Wireframing
Prototyping
Sketching

Soft Skills

Problem solving
Work Ethic
Teamwork
Communication
Storytelling

Languages

English
Full Professional Proficiency
Arabic
Native

Education

UXUI Design Bootcamp | Re:Coded

December 2022 - April 2023

5% acceptance rate immersive design bootcamp.

- Completed two real-world UX/UI design projects
- Learned about: Design Thinking, UX Research Methods, Interaction Design, Visual Design, User Interface Design, User Testing and Low/High-Fidelity Prototyping.
- Collaborated with other designers.

Bachelor's Degree in Software Engineering

University of Science & Technology

September 2016 - June 2020

- GPA: 4.0 with honors
- Completed a graduation project which included building an Android app
- o Designed the UI for graduation project using Adobe XD
- Completed a Human Computer Interaction course