

Mohammed Kolaib

UX/UI DESIGNER

Passionate about creating engaging and intuitive experiences for users. Well-versed in human-centered design principles and proficient in design tools such as and Figma, I am committed to delivering high-quality work that delights users and drives business success. With strong communication and collaboration skills, I thrive in team environments and value transparency and feedback.

Design Projects

Cracon - UX/UI designer

Feb 2023 - Apr 2023

Cracon is a peer-to-peer e-commerce platform for handcrafted goods that provides a seamless shopping experience for customers and addresses challenges faced by sellers.

- During my collaborative project with 4 designers, I had the opportunity to expand my knowledge by learning how to conduct user research and usability testing. Additionally, I was able to explore new design trends and styles, enhancing my skills in the field of UX/UI design.

Whispy - UX designer

Dec 2022 - Feb 2023

Whispy is a mental health app for online students that includes a unique donation system to provide free access to those on a budget.

- Working on this collaborative project with 4 talented designers allowed me to discover new prototyping tools and gained experience with user testing, which was an incredible experience.

Work Experience

○ **Sep 2021 - Now**

Aden Host | Yemen | Full time

Web Designer & WordPress Support Specialist

- Designing visually appealing and functional websites using WordPress.
- Providing technical support for WordPress-related issues.
- Maintaining and updating WordPress websites.

○ **Jan 2019 - Jul 2021**

Alamal Developmental Foundation | Yemen | Part time

Secretary of the Board and Scientific Committee

- Preparing agendas and meeting materials for board and committee meetings.
- Maintaining official records and documents of the organization.
- Assisting with the organization and implementation of special projects and initiatives..

Education

UXUI Design Bootcamp - Re:Coded

Dec 2022 - Apr 2023

Re:Coded Immersive bootcamps are highly competitive, with a 5% acceptance rate.

- Completing a 4.5-month immersive design bootcamp, with +300 hours of curricula and project-based learning
- Topics include: Design Thinking, UX Research Methods, Interaction Design, Visual Design, User Interface Design, User Testing and Low/High-Fidelity Prototyping.
- Working with various design teams to create products across industries.

Contact

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Tech Skills

User Research

Visual Design

Wireframes

Process Flows

User Flows

HTML/CSS

Soft Skills

Teamwork

Leadership

Conflict resolution

Problem solving

Communication

Storytelling

Languages

Arabic *Native speaker*

English *Full Professional Proficiency*

Certifications

Illustrator 2022 MasterClass -

Udemy

Nov 2019

Instructor: Martin Perhiniak

Length: 13.5 hours

Re:Coded UX/UI Design Bootcamp

Apr 2023

Instructor: Re:Coded

Length: 340 hours