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SUMMARY	UX/UI Designer with nearly 2 years of experience and 20+ production projects across web and mobile. Software Engineering background, which makes collaboration with developers and technical feasibility assessment a core strength. Works end to end — research, flows, wireframes, prototypes, and developer-ready UI — validating decisions with analytics and usability testing.
PROFESSIONAL EXPERIENCE	Mid Level UX/UI Designer Motory.com Aug 2026 — Present - Working on Motory's web and mobile product experience, contributing to design system consistency and developer-ready UI. UX/UI Designer Pulse JO Jan 2026 — Aug 2026 - Designed end-to-end user flows for a food delivery mobile application. - Analyzed user behavior with analytics tools to identify drop-off points and conversion issues, and ran usability testing sessions to validate design decisions. - Created wireframes, interactive prototypes, and developer-ready UI designs, collaborating closely with engineers to deliver production-ready features. Co-Founder & UX/UI Designer Mentora JO Jul 2025 — Jul 2026 - Co-founded an early-stage product and owned design end to end, from concept to a live launch reaching 1,000+ users. - Designed 120+ screens across web and mobile and built the product's design system from scratch, working directly with 4 developers through implementation. - Contributed to product scope and prioritization decisions within a 10-person founding team. UX/UI Designer Syarah.com · Internship Jul 2025 — Nov 2025 - Worked on the Syarah product, designing and improving web and mobile experiences with product managers, developers, and cross-functional teams. - Conducted user research, usability testing, and A/B experiments, and used Mixpanel to analyze funnels, heatmaps, and drop-off points. - Created wireframes, prototypes, and high-fidelity UI, supporting the full design lifecycle from research to developer handoff. UX/UI Designer Freelancer Dec 2024 — Present - Delivered 20+ web and mobile projects across different industries. - Used AI-powered tools in the design phase to generate UI structures, layout concepts, and design variations, speeding up the workflow and improving overall quality.
EDUCATION	B.Sc. in Software Engineering Al-Balqa Applied University · 2022 – 2025
CORE SKILLS	Figma, Auto-layout & Components · Design Systems · Developer Handoff · Interaction Design · UX Research & Testing · Competitive Analysis · Systems Thinking · Frontend Basics (HTML, CSS) · Accessibility (WCAG basics) · Agile / Scrum / Jira
TOOLS	Figma · FigJam · Notion · Jira · Miro · Mixpanel · Hotjar · Slack · Claude · ChatGPT
LANGUAGES	English — Professional Working Proficiency Arabic — Native