

# MARYAM NAZ

UX/UI & GRAPHIC DESIGNER

## EDUCATION

Bachelors in Software Engineering

**Comsats University**

2018 - 2022

## SKILLS

Figma  
Adobe Illustrator  
Adobe Photoshop  
UX Research  
Prototyping  
Component Design  
Design System  
UX Testing  
Empathy Maps  
User Flows  
User Journeys  
User Personas  
Requirement Gathering  
Wireframing  
Minimilistic Design  
Adobe XD  
Zeplin  
Sketch  
Branding

## CERTIFICATES

**Design Thinking Practitioner**

[https://www.credly.com/badges/d741f820-568f-4459-b92c-f329ca457c2e/public\\_url](https://www.credly.com/badges/d741f820-568f-4459-b92c-f329ca457c2e/public_url)

**Design Thinking Co-Creator**

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## PROFILE

As a passionate UX/UI Designer I do create user-friendly interfaces that let users understand how to use complex technical products. I particularly play two roles in this field, as a UX designer I create an optimal experience for the user when they interact with the digital product. On the other side, as a UI designer, I am always primarily concerned with how a user navigates through a digital product.

## WORK EXPERIENCE

**Senior UX/UI Designer**

May 2023 - Current Job

TechmateTech LLC

At TechmateTech LLC I have been working as a Senior UX/UI designer and daily goals and time spent is like this:

Providing accurate timing estimates on work.

Managing project using JIRA.

Meeting with the design and development teams.

Brainstorming with their marketing and design team.

Daily standups

Contributing to the company design standards working closely with their product owners

Creating a Design system

Writing user stories

Creating user journeys

Designing web apps, mobile apps, landing pages, and many dashboard based projects.

Delivering weekly, monthly and quarterly based UI based tasks successfully.

**UX/UI Designer**

October 2022 - May 2023

Punch Group

AT Punch LLC I am working as a UX/UI Designer and my responsibilities are:

Providing accurate timing estimates on work, Managing projects using JIRA, Meeting & brainstorming with the design teams, Writing user stories, Creating user journeys.

Skills I have implemented during this phase:

Creating design systems, UX (User Journey, User Story writing, User Empathy Maps, Sitemaps), UI (Designing Interactive, and Non-Interactive Websites), Components designing, Multi-Dimensional Design system updates.

**UX/UI Designer**

February 2022 - October 2022

SpyreSync

At SpyreSync I have been working as a UX/UI designer and my creative aspects are: Providing accurate timing estimates on work, Meeting with the design and BD Team, Designing R & D Proposals, Social Media Posts, Landing Pages, Delivering weekly and monthly based tasks successfully.

Skills I have implemented during this phase:

My Skills and Expertise Includes

Creating Design System, UI (Creating Components, Designing Interactive and Non-Interactive Websites), Design system Components designing

**Project Writer (Other Experiences)**

September 2020 - January 2022

Visionary Merger