MARIAM SHERIF EZZAT

UI/UX Designer

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PROFESSIONAL SUMMARY

Product-focused UI/UX Designer with a Software Engineering background and experience designing user-centered web and mobile products. Skilled in end-to-end product design, user research, wireframing, prototyping, and scalable design systems using Figma. Strong understanding of responsive design, usability, accessibility, and data visualization, with working knowledge of HTML, CSS, and JavaScript. Passionate about AI-powered products and transforming complex requirements into intuitive user experiences.

SKILLS

Design Tools: Figma, FigJam, Adobe XD, Adobe Photoshop, Adobe Illustrator

Product & UX Design: Product Design, User Research, Competitive Analysis, User Personas, User Journeys, User Flows, Information Architecture, Wireframing, Prototyping, Usability Principles.

UI & Design Systems: High-Fidelity UI, Responsive Design, Design Systems, Reusable Components, Auto Layout, Accessibility, Visual Design.

Data & AI: Data Visualization, Dashboard Design, AI-Powered Product Interfaces, Information Hierarchy.

Soft Skills: Problem-Solving, Critical Thinking, Attention to Detail, Communication, Collaboration

PROFESSIONAL EXPERIENCE:

Freelance UI/UX Designer 2025 – Present

- Designed web and mobile interfaces, prototypes, and design systems using Figma.
- Worked on user flows, wireframes, responsive layouts, and high-fidelity UI designs.

UI/UX Design Intern | SkillSet Go EduTech (Remote) | Sep – Oct 2026

- Conducted user research, competitor analysis, and persona development.
- Created user flows, wireframes, journey maps, and interactive prototypes.
- Developed UI components and design systems, applying usability and accessibility principles.

UI/UX Design Intern – Digital Egypt Pioneers Initiative (DEPI) Jul 2025 – Dec 2025

- Trained in UI/UX principles, user research, wireframing, and responsive web design.
- Practiced professional design tools: Figma, Adobe XD, Adobe Illustrator, and Adobe Photoshop.
- Worked on real-world projects under the mentorship of industry professionals.

PROJECTS

Verdeon – AI-Powered Smart Building Management Platform Jul 2026 – Aug 2026

UI/UX Design | Figma

- Designed a SaaS platform for monitoring energy, water, carbon emissions, and facility operations across multiple buildings.
- Created user flows, responsive dashboards, interactive prototypes, and a scalable design system with data visualizations.

Adorna – Outfit & Accessories Styling App | Sep 2026 – Oct 2026

Product & UI/UX Design | Figma

- Designed a mobile styling experience that helps users discover matching accessories based on outfits, personal style, and occasions, informed by user research and competitor analysis.
- Developed personas, user journeys, wireframes, interactive prototypes, and a reusable design system.

Recash – Mobile Application Nov 2025 – Dec 2025

UI/UX Design | Figma, FigJam, Adobe Photoshop

- Conducted user research, competitive analysis, persona development, user flows, and journey mapping.
- Designed high-fidelity interfaces, wireframes, interactive prototypes, and a reusable design system.

EDUCATION

Beni Suef Technological University – Beni Suef, Egypt Graduated 2026

B.Sc. in Information and Communication Technology (Software Engineering)

Overall Grade: Very Good

CERTIFICATES & TRAINING

- Advanced UI/UX Design Training – Huma Volve.
- IBM SkillsBuild – User Experience Design Fundamentals | Oct 2026.
- SimpliLearn – Introduction to Figma | Oct 2026.
- Introduction to UI/UX Design – Creativa.
- Introduction to Software Engineering Diploma – MEC.
- UICC – CCNA Networking Training.

LANGUAGES

Arabic: Native **English:** Very Good