

With 6+ years of experience in UX/UI design and front-end development, I specialize in crafting high-end, intuitive, and visually striking digital experiences that seamlessly blend aesthetics with functionality. My expertise lies in UX strategy, user psychology, and interaction design, ensuring that every product I create is not only beautiful but also highly usable and conversion-focused. I thrive at the intersection of design and technology, leveraging data-driven insights, modern frameworks, and industry best practices to build experiences that captivate users, enhance engagement, and drive business success.

Please check out my portfolio on my website: [🔗 PORTFOLIO](#)

SKILLS

UX DESIGN

Mobile-First Approach, Sitemaps, Information Architecture, Google Analytics, Hotjar & Usability Testing (Maze)

UI DESIGN

Design System, UI Components, Motion & Interactions using Figma.

HTML, CSS & JS (REACT)

Building Components, Responsive Design & Performance Optimizations.

EXPERIENCES

SENIOR UX/UI DESIGNER

House of Comms, Dubai

August 2024 - Present

- Led the design and implementation of user-centric digital experiences for high-profile clients, including Mubadala Health, Cleveland Clinic Abu Dhabi (CCAD), and DP World, improving user engagement by 30%+ through intuitive interfaces.
- Collaborated cross-functionally with stakeholders, developers, and business teams to align UX/UI strategies with business objectives, contributing to a 20%+ reduction in user friction and enhanced workflow efficiency.
- Prototyped high-fidelity interactive designs in Figma, reducing design-to-development misalignment by 40% and accelerating project delivery timelines.
- Supported the development team in developing responsive, accessible, and high-performance websites using HTML, CSS, JavaScript, and React

LEAD UX/UI DESIGNER

Navcon Advanced Systems, Abu Dhabi

March 2023 - August 2024

- Directed the UX strategy for complex aerospace and defense systems, ensuring intuitive and mission-critical interfaces that comply with strict safety and security protocols.
- Developed and implemented UX frameworks for cockpit interfaces, control systems, and maintenance tools, enhancing operational efficiency and decision-making for military and aerospace professionals.
- Conducted in-depth user research through interviews, field studies, and usability testing, translating insights into actionable design requirements that improved user satisfaction by 30%.
- Designed user personas, journey maps, and information architecture, driving data-informed design decisions that enhanced system usability and reduced cognitive load.
- Facilitated design reviews and usability testing, refining interfaces based on real-world feedback, resulting in a 20% improvement in task completion rates.
- Established a scalable UX design system, standardizing UI components across multiple product lines, leading to a 40% reduction in design inconsistencies and improved maintainability.

SENIOR UX/UI ENGINEER

99x Technology, Remote

April 2022 - March 2023

- Worked closely with system architects and software engineers to balance technical constraints with intuitive, user-friendly interfaces, ensuring seamless integration between design and development.

- Actively participated in sprint planning and agile check-ins, identifying client needs, potential roadblocks, and scalable solutions to keep projects on track and aligned with business goals.
- Leveraged rapid prototyping and advanced design principles to create elegant, user-centered experiences for complex workflows, utilizing tools like Miro and Figma to streamline ideation and collaboration.
- Collaborated with compliance teams to ensure that design implementations adhered to guidelines and protocols.
- Review and improve the code of other engineers to enhance quality and security.

UI ENGINEER
ZorroSign Inc, Sri Lanka

Jun 2021 - April 2022

- Collaborated with executives to gather requirements and deliver user-centric design solutions that optimize UX and align with business objectives.
 - Translated high-level concepts into user flows and wireframes, facilitating executive reviews and ensuring clarity in design direction.
 - Developed high-fidelity mockups and interactive prototypes, adhering to branding guidelines to create intuitive and visually cohesive experiences.
 - Evaluated designs with product and engineering teams during sprint meetings, incorporating feedback to enhance usability and feasibility.
 - Contributed to the front-end codebase, developing responsive and accessible components using HTML, CSS, and JavaScript to bridge the gap between design and development.
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EDUCATION

BACHELOR IN ENGINEERING
University Of Wolverhampton

April 2015 - Aug 2019

MONASH FOUNDATION
Monash University

April 2013 - Feb 2014