

Nawal Kabir, UX | UI Designer

New York, NY

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EXPERIENCE

AUUFA, UX | UI Design Consultant

December 2019 – Current | New York City, NY

- Lead UX | UI designer for web application that streamlines the process of connecting architects with manufacturers. Designed and developed a variety of user interfaces including user onboarding flow, user dashboards, subscription pages, events pages, etc
- Developed a project management plan with the design and development team that prioritized key UX | UI deliverables. This included collaborating with a graphic designer to develop and implement a style guide, and working with an offshore development team to iterate on wireframes and execute designs
- Worked collaboratively with product, design, and engineering teams to iterate on wireframes and execute designs while keeping user requirements and client needs in mind
- Led the creation and iteration of the user onboarding flow based on UX best practices such as, a short onboarding process, a progress indicator, using special effects and client feedback
- Designed and executed high fidelity wireframes on Sketch, delivered them to development team using Zeplin, and reviewed the final output

PREVEIL, UI Design Consultant

April 2021 – August 2021 | Remote

- Worked with the Director of Marketing on design projects to elevate the brand’s visual identity on LinkedIn
- Developed display advertising banners and customized visuals for LinkedIn performance marketing campaigns
- Utilized brand guidelines to create a series of templates used in organic LinkedIn posts
- Created homepage mockups featuring cybersecurity association iconography using Photoshop and Sketch

KOMODO DECKS, UX | UI Design Consultant

May 2019 – July 2019 | New York City, NY

- Designed iOS mobile application, a marketplace for instructors and students to interact and exchange information
- Worked directly with CEO to align user needs and business goals
- Methods: user interviews, client interviews, competitive and comparative analysis, persona development, journey mapping, design studio, wireframing, rapid prototyping, usability testing, usability reports

GENERAL ASSEMBLY, UX | UI Design Immersive

May 2019 – July 2019 | New York City, NY

- 10 week immersive program dedicated to teach students to think like designers and design-build the next generation of web applications and digital products
- Worked on 5 individual and team projects, including client project for Komodo Decks

EDUCATION

General Assembly, UX Design, Certificate of Completion

May 2019 – July 2019 | New York City, NY

CUNY Hunter College, B.A. in Economics

September 2011 – January 2016 | New York City, NY

SKILLS

Software

- Adobe Photoshop
- Adobe InDesign
- Sketch
- Omnigrafle
- InVision
- Marvel
- Figma
- KeyNote
- Zeplin
- Flinto
- Google Suite

UX Design

- User Interviews
- Persona Creation
- Heuristic Evaluation
- Data Synthesis
- Affinity Mapping
- Information Architecture
- User Journeys
- Competitive Analysis
- Feature Prioritization

UI Design

- User Flows
- Sketching
- Design Studio
- Usability Testing
- Wireframing (low-high)
- Rapid Prototyping