

Maryam Khatoon

UI/UX/Product
Designer

Background & Profile

Versatile UI/UX Designer with 6+ years of experience. Background in FrontEnd Design, Games Design, Digital Art and Music Production.

Passionate about STEM education, Diversity and Inclusion.

Actively conducting creative coding skills training for Individuals from diverse groups.

Notable Skills

Research, Information Architecture, Wireframing, Prototyping, Visual Communication.

Curiosity, Empathy, Communication, Collaboration.

Call me here:

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<https://mirikat.allyou.net/>

Work Experience

UI/UX PRODUCT DESIGNER

Focusrite Audio Engineering Ltd. | August 2012-present

- UIX design for Apps, Plug-ins and Websites.
- Prototypes, Wire frames and process flows to communicate Interaction ideas.
- Agile scrum master. sprint planning, sprint review, and retrospective.

CONCEPT DESIGNER

Paraboxy Ltd. | June 2011-June 2012

- Concept Designs for Characters, Vehicles and Locations.
- Assets, pixel art, and game art for UI, HUD, pause, and play and quit screens.
- Quality assurance for game play and visual effects by testing game.

Academic Highlights

NORTHUMBRIA UNIVERSITY

MSc. Web and Mobile Development Technologies | 2019

- Currently enrolled (Part-time)

UDACITY

Nanodegree. in Front End Development | 2018

- Front-End Applications
- Web Accessibility

TEESSIDE UNIVERSITY

MS. in Concept Design for Games and Animation | 2011

- Grade: Distinction

UNIVERSITY OF KARACHI

BDesign. in Graphic Design | 2008

- Scored 98% on the Final Project

Skills & Software Proficiency

Design:

User Interaction Design, User Experience Design, Front End Web Design, Graphic Design, Print Design.
Adobe Creative Suite, Sketch, Framer, InDesign.

Web Technologies:

HTML/CSS, SASS, Javascript, jQuery, ReactJS.
Responsive and Mobile Design.

Music:

Ableton Live, MaxMSP, SuperCollider, TidalCycles.

Games:

Concept Art, Character Design, Environment Design.
Illustration, Matte Painting, Storyboarding.
Max, Maya, Z-Brush, Google Sketch up, Cinema 4D.