

### CONTACT ME

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www.linkedin.com/in/mona-m-9a116918/ SKILLS:

- **UX Research** 0
- **Usability Testing** 0
- **Design Thinking**
- Surveys 0
- A/B Testing 0
- Card Sorting
- **Competitive Analysis**

#### **TOOLS:**

- Figma
- Sketch
- Uxpin 0
- Procreate 0
- Pencil sketching •
- Miro
- Adobe Illustrator
- Adobe Creative Suite

#### Technical:

#### HTML & CSS Javascript LANGUAGE:

- English (Professional fluency) 0
- Swedish (Intermediate fluency & continuing to master)

#### **EDUCATION:**

- **DIPLOMA IN DESIGN LEAD -**HYPERISLAND STOCKHOLM, SWEDEN - AUGUST-2020 TO JUNE 2021
- MASTER OF ARTS IN HISTORY -ANNAMALAI UNIVERSITY, INDIA JUNE -2003 TO JUNE 2005

# MONA

#### SUMMARY

Experienced UX /UI Designer skilled in achieving seamless end-user experiences. Managed design lifecycles strategically to meet product performance goals. Monitoring the emerging trends and technologies to enable my clients stay ahead of competitor activities. I have permanent residence in sweden.

#### WORK EXPERIENCE

**User Interface Designer** 

#### Designer M Studio | India, Chennai (Remote) Jan 23 - Present

- Creating an interaction and concept design for dashboards and mobile Android interfaces. Communicating with stakeholders through user stories.
- Collaborate with cross-functional teams to ensure seamless integration of design solutions.
- I am creating UI libraries and design systems for mobile apps and desktop • versions in Figma. Maintain a well-organized file structure.
- Enhancing the design in every iteration, user interaction through interviews, and . user testing. Currently, we are working on an agile methodology.
- Performing as remote team player who can also work independently.

#### **UX/UI Designer**

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#### Sustain Lab | Stockholm, Sweden

Aug 22 – Dec 22

- Designed the UX for the company's product and service solutions to meet business goals. Involved in analysis and documentation.
- Developed optimal user experiences through collaboration with multidisciplinary . stakeholders and leadership roles in strategic design.
- As a UX team member, I conducted feature-level research and spins up a . roadmap-agnostic research project to explore these themes with customers.
- Frequently worked with front-end developers to ensure UI consistency and met the design vision of the organization. Worked with agile methodologies and crossfunctional teamwork.

#### **UI/UX** Designer

#### Recilio | Lund, Sweden

- Developed optimized user experiences through collaboration with multidisciplinary stakeholders. Persona, Journey maps, Build and maintained a design system.
- Interpreted product specifications and applied user psychology in designing products. Facilitated workshops using online tools to ideate with team members for sharing knowledge and process.

#### **VISUAL/UX** Designer

#### Stockholm Tamil Sangam I Stockholm, Sweden

- Conceptualized the brand identity based on reputed design principles which resulted in consistency and made the brand instantly recognizable to clients.
- Presented design proposals to clients with detailed sketches, colour boards, and sample materials. Facilitated design workshops with stakeholders.

### VISUAL/UX Designer

#### Doodlevision I Chennai. India

- The created Process flow, wireframes, and storyboards to illustrate design ideas using storyboards and process flows.
- I built mobile user interface elements include menus, tabs, and widgets design. Built the page navigation buttons and search fields.
- Created Iconography according to client requirements. .

#### PROJECTS

#### Case Study & App Design for iOS

Designed an end-to-end product for a mobile app that operates as one stop platform for user to shop from brands and . fashion designers.

**Fashion Couture Mobile App** 

#### **Product Design Hackathon**

The 2 projects presented below (interesting project briefs) Illustrate the results of 2-3 days. Wellness Mobile App

Car Parking Mobile App

2015 - 2017

## Mar 22 – Aug 22

## 2018 - 2020