

MUHAMMED ASLAM A K

UI/UX DESIGNER

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ABOUT

Creative and detail-oriented UI/UX Designer with a Computer Science background and hands-on experience designing responsive websites and mobile app interfaces. Proficient in Figma, Adobe Photoshop, HTML, and CSS, with a strong understanding of wireframing, prototyping, user research, and visual hierarchy. Passionate about transforming ideas into intuitive, user-friendly, and visually appealing digital experiences. Committed to continuous learning, staying updated with modern design trends, and creating solutions that enhance user satisfaction while meeting business objectives.

EDUCATION

- **Diploma in UI/UX** (G-tec Education) 2025 - 2026
- **Bachelor of Science in Computer Science** (Kannur University) 2022 - 2025
- **Plus Two** (GBHSS Thalassery) 2020 - 2022

SKILLS & TOOLS

Design Skills

- User Experience
- User Interface
- Design Thinking
- Wireframing

Tools & Softwares

- Figma
- Adobe Photoshop
- Premier Pro
- FigJam

Language Base Knowledge

- HTML
- CSS
- javaScript
- Bootstrap

PROJECTS

- GovFlow App (Figma)** Designed a mobile application and website in Figma to help users discover government projects and welfare schemes. Created user flows, wireframes, and high-fidelity UI screens with a focus on usability and accessibility.
- Villapark Website** Developed a responsive entertainment website using HTML and CSS for browsing movie trailers, TV shows, and films. Optimized the layout for desktop with a modern, user-friendly interface.