

MOZAMMAL NAWAZ

UX DESIGNER

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PROFESSIONAL SUMMARY

I design user-centered web and product experiences by translating user needs and business goals into clear, intuitive solutions. I collaborate closely with developers and stakeholders to bring functional, impactful products to life. I am currently pursuing an MSc in User Experience Design.

EXPERIENCE

DIGITAL MEDIA MANAGER

SEP 2025 - PRESENT

Kashmir Travel Services, Islamabad | Part Time - Remote

- Led UX design and information architecture for the company website, restructuring content to improve clarity and navigation.
- Broke complex travel offerings into scannable sections to reduce cognitive load for users.
- Worked remotely with stakeholders to align business goals with user needs.

CREATIVE DESIGNER (UI/UX)

FEB 2025 - APR 2025

GrowthSync, Islamabad | Full Time - Hybrid

- Designed wireframes, prototypes, and final UI in Figma for digital products.
- Collaborated closely with developers to ensure feasible and consistent implementation.
- Contributed to branding and visual consistency across multiple products

JUNIOR UI/UX DESIGNER

JAN 2023 - JUN 2024

The Wavy M | Remote

- Assisted in UI/UX design for web and mobile apps, identifying design challenges and proposing solutions.
- Created user flows, wireframes, mockups, prototypes, and performed usability testing.

PROJECTS

1. LIFE IN HIVE MIND WITH ALL KNOWLEDGE BUT ZERO PRIVACY

Speculative design project exploring the UX, ethical, and behavioral consequences of universal access to knowledge without privacy.

2. OPENCIRCLE: CONSENT-BASED GAMIFIED SOCIAL INTERACTIONS

Gamified approach to making social interactions easier to start and safer to navigate.

3. PLATES4LESSUK (UK)

Custom number plate site with live builder (WordPress/WooCommerce).

FORMAL EDUCATION

MSC USER EXPERIENCE DESIGN

2025 – 2026 (Expected)

University of Portsmouth - United Kingdom

BACHELOR'S IN SOFTWARE ENGINEERING *3.01 CGPA*

2015 - 2019

National University of Modern Languages - Pakistan

CERTIFICATIONS

UX Design Process: Empathize, Define, and Ideate - Google (Online)

Build Wireframes and Low- Fidelity - Google (Online)

Adobe Photoshop & Illustrator - Daniel Walter Scott (BYOL)

PrototypesFigma Pro / UI-UX Essentials - Daniel Walter Scott (BYOL)

SKILLS

UX & Design: User Research, Usability Testing, User Flows, Information Architecture, Wireframing, Prototyping, Design Systems, Branding

Tools: Figma, Framer, Photoshop, Illustrator, WordPress, Shopify

Other: Web Development, SEO, Google My Business

INTERESTS

Learning Spanish, making pizza, traveling, exploring technology and AI trends.