Fatima Ibrahim

UX Designer

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UX Designer with a software development background, having a passion for art and continuous learning.

Always following up the latest features and applying them where needed. Looking to join a team where I could share my knowledge and help coming up with enjoyable and easy user experience designs, and being a major contributor in the design system.



WORK EXPERIENCE

Present



UX Designer (Nov 2022 - Present)

- Creating the wireframes and prototypes of all products based on the business requirements.
- Creating the design system (the components library) for the products, and updating it to stay up to date with the new designs.
- Creating the design tokens (typography, colors, spacing, effects, etc), and finding solutions to stay in sync with developers.

2022

mdgroup

UX Designer (Feb 2022 - Nov 2022)

- Creating wireframes and prototypes for a brand new product for the company.
- Helping with creating a design system for the existing products
- Creating sitemaps and user journeys.

Present*

Freelance Artist

instagram.com/toutydroid (Jul 2018 - Present)

- Creating Digital Artworks using Photoshop and Procreate.
- Vector Illustrations using Illustrator.
- 3D sculpting using Zbrush.

*Note: After getting a full time job as a UX Designer, I stopped taking commissions, and kept doing personal painting only.

2018

Grappa Systems

Development Engineer (Oct 2014 - Jul 2018)

- Implementing/Supporting Mediaroom and web applications (backend and front-end) for IPTV Platforms.
- Creating Testing mockups to ensure performance/stability.
- Writing documentations for developers/end-users.

2014

Tell International Inc

Senior NOC Engineer (Dec 2012 - Oct 2014)

- Monitoring network and traffic, testing routes, route changes, solving network anomalies, solving customers opened tickets.
- Writing documentations/presentations for new VOIP solutions

2012

Starfone

NOC/Sales Engineer (Feb 2010 - Oct 2012)

- Monitoring network and traffic, routing , solving clients tickets.
- Rates negotiation with carrier providers.
- Writing documentations for new platforms.

2010



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toutydroid.artstation.com

https://dribbble.com/shots/21163800-shuddle-Design-System-Capstone-Project



EDUCATION

2012 Master of Science in Computer and Communication Engineering
Lebanese Internation University (Oct 2010 - June 2012)

2010 Bachelor of Science in Telecommunications Engineering Lebanese Internation University (Oct 2007 - June 2010)

2007



DESIGN SKILLS

Photoshop Figma Design Tokens Components

Wireframes Prototypes Digital Painting 3D Sculpting

Procreate Illustrator



TECHNICAL SKILLS

Bootstrap (Jira) (Visual Studio)

HTML

CSS







ACHIEVEMENTS AND CERTIFICATIONS

Scaling Design Systems (Issued April 2023)

UX Gamification (Issued January 2023)

Agile Methods for UX Design (Issued September 2022)

Google UX Design Certificate (Issued June 2022)



LANGUAGES

French
Arabic