



Raza Aslam

UI/UX DESIGNER



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www.razaaslam.com

Reference

Available upon request

Skills

Technical skills

Adobe Suite

Figma/Indesign

HTML/CSS

JIRA

UX Design skills

Wireframing

Prototyping

Usability Study

Affinity Mapping

A/B Testing

User Research

GDS design kit

Soft skills

Problem Solving

Critical Thinking

Attention to Detail

Adaptability

Objective

As a UX designer with experience in game design and QA testing, I specialize in creating impactful user experiences. Proficient in diverse design tools and methodologies, I excel at developing innovative solutions for user-centric challenges. With expertise in the GDS design system, I streamline workflows to deliver cohesive interfaces. Ready to make a positive contribution as a junior UX designer.

Projects

November 2021 - 2022

Tigers Den

A restaurant delivery app that enables barrier-free ordering from the online menu for all customers.

- Tools used : Figma ,Adobe Photoshop ,Google Docs & Paper & Pencil
- Methodologies used : Empathise, Define, Ideate, Prototype & Test.

Dec 2023- Current

Meerkat Car Insurance Redesign

Undertook a comprehensive redesign of the Meerkat Car Insurance website, addressing numerous usability and interface issues. Transformed the layout to align with the Government Digital Service (GDS) website standards, leveraging the GDS design system for improved user experience.

- Implemented comprehensive redesign aligning with GDS standards.
- Utilized GDS design system for improved UX/UI.
- Achieved enhanced clarity and accessibility for users.

Experience

2022 - Current (Leeds)

Leeds Building Society - Customer Service Assistant

- Conducted consumer cash deposits, withdrawals, cheques, faster payments, and mortgage repayments.
- Demonstrated in-depth knowledge of Society products and excellent teamwork.

2020 - 2021 - (Liverpool)

Sony Playstation - WWS QA Functional Tester

My skills for this role revolve around effective communication amongst a range of personnel involving discussions and emphasising major errors that could affect workforce efforts. This role involves software research and formatting information that can be presented amongst multiple teams.

- Collaborated with cross-functional teams to identify and communicate major software errors.
- Conducted various types of testing, including Ad-hoc, Regression, Usability, A/B, and Sanity testing.

Education

2021 - 2022 (Remote)

Google UX Design Course

- Developed wireframes and prototypes for mobile apps and responsive websites.
- Conducted user research, interviews, and produced personas.
- Prioritised and identified customer input using qualitative and quantitative research.

2016 - 2019 - (Preston)

The University of Central Lancashire - BA Games Design (2.2)

2014 - 2016 - (Bradford)

Bradford College - BTEC Games Development (A*,A,B)