

Eman Elrefaey Mahmoud

UI/UX Designer

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OBJECTIVE

Junior UI/UX Designer with hands-on experience designing mobile and web applications. Skilled in UX research, user flows, wireframing, prototyping, design systems, and high-fidelity UI using Figma. Passionate about creating intuitive, user-centered digital experiences and collaborating with cross-functional teams to deliver impactful products.

Education

Bachelor of commerce

2023

Tanta Universty

Certificates

UI-UX Diploma 

Route Academy.

**English practice speaking
and writing.**

English Lessons

**UI-UX Design Internship
Certificate**

Al ALMIYA ALHURA

Professional Experience

UI/UX Designer

May 2026 – Present

Elryad for web design

Mansoura

- Design intuitive and user-centered web and mobile interfaces using Figma.
- Create wireframes, user flows, high-fidelity mockups, and interactive prototypes.
- Build and maintain reusable design systems, components, and UI libraries.
- Collaborate with product managers and developers to deliver pixel-perfect designs.
- Participate in requirement analysis, design reviews, and developer handoff.
- Improve usability by applying UX best practices and responsive design principles.

UI/UX Designer

Nov 2025 – APR 2026

Tech Lab

Mansoura

Designed and improved mobile/web experiences at Tech Lab, delivering wireframes, prototypes, and high-fidelity screens in Figma.

UI/UX Intern

Jul 2025 – Oct 2025

Al Alamiya Alhura

Mansoura

Designed user flows, wireframes, and high-fidelity screens in Figma. Worked closely with product and developers, supported the

design system with reusable components, and turned requirements into clear, usable interfaces.

Skills

Mobile App Design.	Web Design.
Responsive Design	Material Design
Design Systems & Style Guides.	Components & Variants
Interactive Components	Auto Layout , Variables & Design Tokens
Low-Fidelity & High-Fidelity Design.	Wireframing & Prototyping.
Accessibility	iOS Human Interface Guidelines
Google Slides & PowerPoint	Communication skills.
Software Development Life Cycle(SDLC).	Problem solving skills.
User Flows & Journey Mapping.	Figma.

Languages

Arabic

Native

English

very good writing,reading and speaking

Projects

1) Al Wataniya Mzadat (web) [↗](#)

Designed a responsive auction management platform with auction listings, dashboards, authentication, and admin panels. Created wireframes, high-fidelity UI, reusable components, and interactive prototypes using Figma.

2) Al Wataniya Mzadat (App) [↗](#)

3) Say Cheese – Kids Photography Booking Web [↗](#)

Designed a photography booking platform for children's photo sessions and gift vouchers for mothers. Created user flows, wireframes, high-fidelity UI, and interactive prototypes using Figma.

4) Jewellery Store E-commerce (Mobile) [↗](#)

- Goal: Improve product discovery and checkout clarity.
- Deliverables: User flow, wireframes, prototype, and UI.
- Result: Delivered complete UX/UI package ready for development.

5) E-learning App [↗](#)

- Designed onboarding, course browsing, course details, and enrollment.

6) Travel Booking App

- Designed search, filters, trip details, and booking flow.

7) Real-Estate Broker [↗](#)

- Designed property search and advanced filters, listing details, agent contact flow, and scheduling a viewing/booking journey.