

SHAIK JAMEER

UI/UX DESIGNER

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SUMMARY

Aspiring UI/UX Designer with hands-on experience in UX research, wireframing, prototyping, and usability testing for web and mobile applications. Skilled in Figma, user-centred design, and responsive UI design, with a foundational understanding of HTML5 and CSS3 for effective collaboration with developers.

EXPERIENCE

UI/UX Designer – Intern

Nov 2025 – Apr 2026

KITS Skill Hub

UI/UX Government Appointment Booking & Queue Management Platform

- Conducted user research to identify user pain points and booking challenges.
- Designed mobile application for citizens and admin dashboard for managing appointments and queues.
- Created user flows, wireframes, and interactive prototypes in Figma.
- Improved accessibility, navigation, and overall user experience.
- Built reusable UI components and maintained design consistency.

Graphic Designer – Trainee

Apr 2026 – July 2026

Stackenzo

- Designed social media posts, banners, posters & marketing creatives using Adobe premium pro, Illustrator & Canva.
- Collaborated with the design team to create visually appealing branding materials while maintaining consistency with client requirements.
- Applied design principles such as typography, color theory, layout & visual hierarchy to produce high-quality graphics
- Gained hands-on experience in managing multiple design tasks, incorporating feedback & delivering projects.

PROJECTS

Government Appointment Booking & Queue Management Platform

- Problem: Citizens face long waiting times and difficulty in booking government service appointments.
- My Role: UI/UX Designer
- Tools Used: Figma, User Research, Wireframing, Prototyping
- Outcome: Designed a simplified booking and queue management system with mobile interfaces for citizens and dashboards for administrators, improving accessibility and reducing waiting time.

ZestMeato – Online Meat Delivery App

- Problem: Simplified the online meat purchasing process by addressing user concerns around hygiene, product discovery and checkout complexity.
- My Role: UI/UX Designer
- Tools Used: Figma, User Research, Information Architecture, Wireframing, Prototyping
- Outcome: Created an intuitive mobile application that streamlined the customer journey from product selection to doorstep delivery, enhancing usability and user trust.

SKILLS

- Design Tools:** Figma, Adobe XD, Adobe Illustrator, Adobe Photoshop, Adobe premium pro, Canva, VS Code
- UX Skills:** User Research, User Personas, Empathy Mapping, User Journey Mapping, Information Architecture, Wireframing, Prototyping, Usability Testing
- UI Skills:** Typography, Colour Theory, Layout Design, Design Systems, Responsive Design, Components, Auto Layout, Variables
- Technical (Basic):** HTML5, CSS3

EDUCATION

B. Tech – Electronics and Communication Engineering – Narayana Engineering College

(2021-2025)

Intermediate Education – M.P.C (Science) - Rao's Junior College

(2019-2021)

Secondary School Education – Z.P.P High School

(2018)