

# Konan Murad

Junior UX Designer



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## Education

Graduation in jun 2022

### Changemaker Educations

YH: 400

Stockholm, Stockholm län

User Experience Design

Candidate

### Relevant Coursework

- UX and Game Thinking · Business development
- Analytics, SQL and statistics
- Agile project methodology
- Service Design
- ARG - Alternate reality game
- Rapid Prototyping
- Game design
- Gamification and game psychology
- User research and User Testing

## Additional skills

- Figma - Prototyping
- Adobe XD - Prototyping
- A/B Testing
- Trello - Kanban/todo lists

## Career Objective

Results oriented User Experience Designer major (400 YH) currently attending Changemaker Educations, with 7 months of work experience. Aiming to leverage a proven knowledge of application development, end user research, and web design skills to successfully fill the Junior UX Designer role at your company.

Frequently praised as hard working by my peers, I can be relied upon to help your company achieve its goals

## Experience

### Project Manager & Level Designer

Brackeys Game Jam, Stockholm | Feb 2022 - Feb 2022

- Created a structured plan for a game project that would take 1 week to develop by using Miroboard and Trello/Kanban.
- Managed a team of 7. Composed of programmers, level designers, sound designers, 3D artists, and a composer.
- Created 4 games puzzled in Unreal Engine 4, character animations, Cell shader, Scoring, and saving system.

### UX Design Project

Försäkringskassan, Stockholm | Dec 2021 - Jan 2022

- Facilitator. Leading a project in a group of 4. Using miroboard for planning, brainstorming, and tasks for a 4 week project
- Designed an app prototype in Figma that makes use of the official website functions. New layout, new application process, and simplified onboarding process for new users. 100% redesign on mobile application.
- Qualitative usability testing, design thinking, service design, design sprint, and user personas. Conducted a total of 15 interviews.

### Level Designer

Global Game Jam 2022, Stockholm | Jan 2022 - Jan 2022

- Worked in a team of 7 that was organized by Forsbergskolan in Stockholm. created a concept idea for the game with team members using Miroboard and a 48 hour plan for the jam, start to finish.
- Created 1 low fidelity map design in Figma based on the programmer's decisions on how the mechanics would work.
- Created 1 2D high fidelity prototype in Unity with assets provided by the 2D artist. Conducted 2 user tests and improved design based on feedback
- Created 2 particle systems, 1 playable map, environmental design and a scoring system.

- *Miroboard - Brainstorming, workshops and sprints*
- *Spark Lens Studio - AR development*
- *Visual Studio Code - CSS, HTML, JavaScript, C#*
- *Google Analytics - Data analytics*
- *Business Development*
- *Game Development*
- *Blockchain & NFT - Research*
- *English - Business level speaking, reading and writing*
- *Swedish - Business level speaking, reading and writing*

## **Certifications**

*Licensed User Experience Designer*

*Licensed Level Designer*

## **UX Design Project**

AreaChica, Stockholm | Aug 2021 - Sep 2021

- 16 Qualitative user interviews to help us get a better insight to what issues lie at hand.
- The previous sign-up process scared 50% of the customers away so we implemented new UX/UI using Figma to fit current and future customers' needs.
- Based on 16 interview feedback, we created a more user-friendly onboarding process design following familiar patterns. Removed 100% of confusing name placement in different sections of the website and created newly improved sections.
- End user feedback on the new design was mostly positive, 14/16 liked the new design approach.

## **UX Design Project**

Dreams App, Stockholm | Apr 2021 - Apr 2021

- Research, interviews, and design strategy to tailor the upselling and cross selling for dreams based on user data.
- Carrying out new and redesigning existing UX/UI to fit current and former users' needs. After a sudden change to charge a monthly % fee, the app saw a decline of active users by 50%.
- Created and improved tutorials after the sign up process. Added popular and trendy dreams. Implemented customizable color schemes, light and dark mode. Option for larger icons and text for users with impaired vision.
- Conducted 6 Qualitative user test interviews.