FARDIN EVAN LIMON

UI/UX DESIGNER | PRODUCT DESIGNER

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PROFESSIONAL SUMMARY

Results-driven and user-centric UI/UX Designer & Product Designer with over 3+ years of experience designing scalable digital products, web applications, and cross-platform mobile experiences. Proven track record in executing end-to-end design lifecycles—from user research, wireframing, and interactive prototyping to component-driven design systems and developer handoff. Highly skilled in bridging product strategy with user-centered design (UCD), improving user engagement metrics, and ensuring WCAG accessibility standards. Strong engineering background in Computer Science, facilitating seamless collaboration with frontend developers and cross-functional Agile teams.

WORK EXPERIENCE

UI/UX Designer - WebBriks **Feb 2025 – Present**

- Execute full-cycle UI/UX design processes, from user research, wireframing, and interactive prototyping to final visual polish.
- Design modern, responsive, and developer-friendly web and mobile user interfaces optimized for clarity and engagement.
- Build, scale, and maintain design systems and component libraries to guarantee visual and functional consistency across projects.
- Prepare developer-ready assets, redlines, and comprehensive documentation to ensure pixel-perfect frontend implementation.
- Collaborate closely with frontend developers during design handoff and quality assurance (QA) testing.
- Enforce accessibility standards (WCAG guidelines), visual hierarchy, and intuitive navigation structures.

UI/UX Designer - TechSolutions **Apr 2021 – May 2022**

- Crafted dynamic, user-centric interface layouts aligned strictly with project requirements and client business objectives.
- Leveraged Figma for user journey mapping, wireframing, high-fidelity mockups, and interactive user testing.
- Collaborated with cross-functional product teams to conduct design ideation, gather feedback, and iterate on visual prototypes.

SKILLS & COMPETENCIES

UI/UX Expertise: User Interface Design, User Experience Design, User Research, Wireframing, Prototyping, Design Systems, Mobile App Design, Visual Design, Information Architecture, Auto Layout, Accessibility (WCAG)

Design Software: Figma, Sketch, Adobe Photoshop, InVision Studio, Miro, Motiff

Soft Skills: Leadership, Team Collaboration, Problem Solving, Cross-Functional Communication, Developer Handoff

KEY PROJECTS

RideShare Application — UI/UX Design | Tools: Figma, Adobe Photoshop

- Designed a sleek, user-friendly mobile ride-sharing app focusing on frictionless navigation and seamless trip booking.
- Engineered clean visual layouts, interactive driver-tracking maps, and custom icons allowing users to request rides in just a few clicks.
- Incorporated smooth micro-animations and intuitive workflows to enhance overall user retention and satisfaction.

EDUCATION

B.Sc. in Computer Science & Engineering (CSE) **2021 – 2025**
Green University of Bangladesh

Diploma in Computer Technology **2016 – 2021**
Sherpur Institute of Science and Technology

CERTIFICATIONS & TRAINING

UI/UX Designer Professional Certification (6 Months) **2023**
Ostad Learning Partner