

Hammad Akhtar

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PROFILE

UX/UI designer with a foundation across physical and digital product design (BA Hons, Coventry, 2:1) and UX methodology (Professional Diploma, UX Design Institute). Values restraint and clarity over decoration, and ships real, live work solo using AI-native tools.

UX PROJECTS

- Madina Masjid App Redesign** | Self-initiated Mar 2026 – Apr 2026
- Mapped three personas and three core user flows in FigJam, translating community needs into a clear structure that shaped the whole redesign.
 - Designed and built the app in Claude Code, including a donate flow with structured payment screens, before deploying it live on Netlify.
 - Developed a 'convergence' brand concept with a deep teal, warm amber, and off-white colour palette, applied consistently across every screen.
- Quranly: 1447 Wrapped** | Self-initiated Jun 2026 – Jul 2026
- Built a Spotify Wrapped-style reading experience in Claude Code, using Fraunces, Gloock, and Amiri Arabic font to build a considered typography system.
 - Tested the live build through heuristic evaluation and real user sessions, shipping fixes based on the findings.
- Auralis Design** | Freelance UX Designer Apr 2026 – Jun 2026
- Ran affinity diagramming and card sorting with the senior designer to restructure site navigation around clearer user mental models.
 - Iterated hi-fidelity Figma prototypes based on peer feedback and generated hero section AI-imagery based on client source images through to stakeholder sign-off.
 - Created Figma components: a FAQ accordion and payment form, annotating each for developer handoff to reduce back-and-forth with engineering.
- Unihack x Centauri Hackathon** | UX Designer Apr 2026
- Led UX solo alongside three developers over 48 hours, redesigning navigation hierarchy and applying WCAG AA accessibility standards; won the team's UX and software development quiz.
- BeReal Product Management Externship** | Extern Aug 2026 – Present
- Auditing BeReal's end-to-end user journey through an app teardown and study of user behaviour, mapping journey stages to inform structured UX critique.

EDUCATION

- Professional Diploma in UX Design** | UX Design Institute Jun 2025 – Apr 2026
- Conducted 2 rounds of usability testing and affinity diagramming through a desktop flight booking system, translating journey maps into 7 reusable Figma components across booking states.
 - Analysed usability testing recordings and synthesised findings in Miro, iterating low- to mid-fidelity Figma prototypes to validate flows and constraints before final designs were signed off.
- BA (Hons) Product Design with International Enhancement** | Coventry University, 2:1 Sep 2019 – Jun 2023
- Applied user-centred design thinking across research, prototyping, and visual storytelling in a final major project combining physical and digital interaction design.

SKILLS

UX Design & Research: User research, usability testing, journey mapping, wireframing, insight synthesis.

Design Tools: Figma, Claude Code, Netlify, Miro.

Visual Communication: Layout, visual hierarchy, typography, brand identity.

Collaboration: Stakeholder communication, developer handoff, feedback iteration.