MA

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SKILLS

- UI Design
- Prototyping
- User Testing
- Figma
- Adobe XD
- HTML

EDUCATION

BACHELOR OF SCIENCE IN MOBILE APPLICATION DEVELOPMENT, CITY UNIVERSITY, 2019

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Contributed to the successful launch of a mobile application that received high user ratings.
- Improved design workflows by implementing collaborative tools that enhanced team productivity.
- Recognized for creativity and innovation in design during my internship at Tech Start Inc.

Michael Anderson

MOBILE UI DEVELOPER

Enthusiastic Mobile UI Developer with a strong focus on user experience and a passion for crafting mobile applications that engage and delight users. I have 3 years of experience working in both startup and corporate environments, where I have developed a solid foundation in mobile UI design and development. I excel at transforming complex ideas into straightforward, user-friendly designs and have a knack for understanding user needs.

EXPERIENCE

MOBILE UI DEVELOPER

Bright Future Technologies

2016 - Present

- Developed user interfaces for mobile applications, focusing on enhancing overall user experience.
- Worked closely with UX designers to ensure alignment between user needs and application functionality.
- Created wireframes and prototypes using Figma to facilitate stakeholder feedback.
- Participated in user testing to gather insights and iterate on design concepts.
- Collaborated with developers to ensure accurate implementation of design elements.
- Maintained project documentation to ensure clarity and consistency throughout the development process.

UI INTERN

Tech Start Inc.

2014 - 2016

- Assisted in designing mobile application interfaces, focusing on user engagement and aesthetics.
- Learned to use design tools such as Adobe XD and Sketch to create visual assets.
- Supported the development team by preparing design specifications and assets for implementation.
- Conducted competitive analysis to identify trends and best practices in mobile design.
- Participated in brainstorming sessions to generate innovative design ideas.
- Gathered user feedback through surveys and interviews to improve design effectiveness.