

Abdullah Noman

Product Designer (UI/UX)

Growth-focused Product Designer with a 9-year achievement record in UX/UI design and an enthusiasm for creating meaningful, appealing, functional, and user-friendly products.

Professional with impressive organizational, communication, and relationship-building skills, succeed in evolving helping over 200+ Clients and 10+ Companies.

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SKILLS

Process:

User-centered Design
UX Research
Rapid Prototyping
Atomic Design System

Frameworks:

Design thinking process
Double diamond
Hooked model
Lean UX
Agile UX
BASIC Framework
The UX Honeycomb
The Fogg Behavior Model

Tools:

Figma, Adobe XD, Sketch, Miro,
Jira, Google Apps, Microsoft Software.

EDUCATION

East West University

BSc in CSE

AWARDS & ACHIEVEMENTS

17x Featured on Behance Gallery
Behance Appreciation Award
Basis Outsourcing Award

EXPERIENCE

Curogram, Senior Product Designer

September 2021 to Present • Los Angeles, CA, USA (Remote)

- Direct the full-cycle product design process, from developing information architecture and journey mapping to visual design, wireframing, prototyping, and user testing with a team of 4 designers.
- Brought on board to coordinate the end-to-end overhaul of the million user website, maximizing usability, enhancing functionality, and creating immersive user experiences; A 40% drop in bounce rates and a 15% boost in leads.
- Manage project stakeholders, liaising with the leadership team to establish the strategic design approach and transform the user experience; increased growth by 15% while saving 20% times.
- Assess user feedback and data to make informed design decisions and Designing an online customer support center comprising of a self-service knowledge base and interactive chat; decrease customer support calls by 45%.
- Reduced onboarding drop-offs from 65% to 15%, heightened user-engagement by 40%, and boosted content generation by 15%, through a combination of user interviews and A/B-testing-driven product flow optimization.

Comfy, Product Designer

January 2021 to August 2021 • Oakland, CA, USA (Remote)

- Collaborated with the cross-functional team in enhancing the product by developing an advanced mobile app prototype with micro-interactions via Principle; Lessen hand-off meetings to zero.
- Headed the conversion of the Sketch App library to Figma while contributing to the design system library; Helped the design team to build prototypes in 60% less time, saving the team from certain tragedies.
- Identified and mapped all manual process flows for current system to formulate logic and design for the new automated system.

Telenor Health, UI/UX Advisor

January 2019 to November 2019 • Dhaka, Bangladesh

- Coordinated multifaceted research, employing competitive analyses, surveys, and interviews to gain user/customer insights, and develop workflows, information architecture, and prototypes; Solved existing customers to avail of service easier, and engagement boosted by 35%.
- Led full redesign of mobile application with findings from customer segmentation and competitive research, increasing user service booking leads by 200%.

Bongo Solutions, UI/UX Designer

October 2017 to April 2018 • On-Site • Dhaka, Bangladesh

- Implemented a wide range of features, created functional, user customer focused and solutions. Also contributed to introducing premium plans for foreign users; Hooked 1 Million users in a few months.
- Coordinated a team of four developers to implement and launch an online OTT Platform that connects 1M+ users to watch Bengali video content, within 6 months.