

MARYAM AL- TAMAWI

UX/UI DESIGNER

With a background in biology and a strong interest in human behavior, design became a natural path—a way to bridge empathy, technology, and impact. Passionate about creating accessible, user-centered experiences that support real people and drive meaningful change.

Work Experience

Charitable Impact | full time UX/UI Designer

(Aug 2022 – Present) Vancouver, BC

- Involved in early product discussions and requirement reviews, offering insights from the user's perspective to help shape decisions before design begins.
- Responsible for designing end-to-end user flows for web and mobile—balancing clarity, accessibility, and thoughtful interactions.
- Partnered with the research team to develop usability testing plans and apply findings to enhance user experiences.
- Created responsive layouts and interactive prototypes in Figma, applying design systems and reusable components for consistency.
- Delivered design presentations to cross-functional teams, gathered feedback, and iterated quickly to meet timelines and evolving needs.
- Contributed to the design system, maintaining and evolving shared components based on product growth.

Refer.market | Contract UI/UX Designer

(Jan 2022 – Aug 2022) Toronto, ON

- First and sole designer working directly with the startup team and CEO to shape the product's design vision and strategy.
- Designed and optimized responsive layouts, ensuring seamless user experiences across devices while aligning with product goals.
- Conducted market research and competitive analysis to inform design decisions and uncover opportunities.
- Responsible for designing the landing page website and crafting an intuitive onboarding process, enhancing user engagement and retention.
- Collaborated closely with developers to create interactive prototypes, ensuring smooth design-to-development handoffs.
- Established and maintained a design system, promoting consistency and efficiency across the application.

Contact

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Skills

- Design system
- Competitive Analysis
- Information Architecture
- Journey Maps
- User Personas
- User Research
- Prototyping
- Wireframing
- Balsamiq, Marvel,
- Figma Invision, Sketch, Zeplin, Adobe XD
- Knowledge of HTML & CSS

Education

- **User Experience Design Diploma**
Careerfoundry - Berlin, Germany
- **User Experience Design Certificate**
Brainstation- Vancouver, Canada
- **MBA - Human Resource Management**
UMST, Khartoum, Sudan
- **Bachelor's Degree in Biological Sciences**
UOB baghdad - Iraq

Praizl | Junior UI/UX Designer

(Jun 2021 – Feb 2022) Toronto, ON

- Sole designer responsible for maintaining and enhancing existing designs to ensure a consistent and user-friendly experience.
- Analyzed user feedback and identified pain points, implementing updates to improve usability and overall satisfaction.
- Delivered wireframes and mockups for iterative updates, aligning with stakeholder requirements and end-user feedback.
- Collaborated on usability testing efforts by translating findings into actionable design refinements, ensuring both functional and aesthetic alignment.