

Muhammad Hamza Jamil

Sr. UI/UX Designer

hamzarajputt@gmail.com | +971 56 4202500 | Dubai, United Arab Emirates

Linkedin: linkedin.com/in/product-designer-uiux/ | Portfolio: behance.net/hamzajamil1

Professional summary

Senior UI/UX Designer with 6+ years of experience leading design strategy, systems, and cross-functional teams across banking, SaaS, and fintech/Web3 products. Skilled in translating user research into scalable design systems, mentoring designers, and driving measurable improvements in usability, retention, and conversion. Proficient in Figma, Adobe Suite, Framer, and AI-assisted prototyping workflows.

Work Experience

Sr. UI/UX Designer – Code81

Jun 2025 - Jul 2026 | Remote

- Worked with multiple clients Through code 81, such as Bank of Oman, HRM8, Onio Interactions.
- Owned end-to-end UX/UI design strategy across the bank's entire application suite, including CRM platforms, internal systems, and customer-facing products, aligning information architecture and user flows with business objectives
- Built the bank's enterprise design system from the ground up component libraries, design tokens, and reusable UI patterns establishing a single source of truth across multiple products and design/engineering teams
- Streamlined the design process from concept through wireframing to high-fidelity prototyping, reducing design-to-development handoff time by 70% and improving cross platform consistency
- Embedded accessibility and WCAG 2.2 compliance into the design framework, supporting the bank's regulatory and inclusive design standards
- Partnered with product, engineering, and compliance stakeholders to translate complex financial workflows into intuitive, scalable UI

Lead UI/UX Designer – CBA Technology Solution

May 2023 - Jun 2025 | Dubai, United Arab Emirates

- Led and mentored a design team of 7, driving product strategy and scalable design processes across a complex SaaS ecosystem
- Established design systems and reusable component libraries to support consistent UX across multiple product surfaces
- Partnered cross-functionally with PMs, Engineering, and Marketing to translate user research into high-fidelity specs, aligning UX decisions with core business growth metrics (conversion, retention, activation)
- Facilitated cross-functional alignment workshops and structured design reviews, improving stakeholder buy-in and reducing decision cycle time by 32%
- Leveraged AI-assisted design workflows to accelerate prototyping velocity by 60% and improve design-to-development handoff accuracy
- Mentored designers through critiques and career development, raising team output quality and design maturity

Sr. UI/UX Designer – JC Management

Aug 2022 - May 2023 | Dubai, United Arab Emirates

- Joined as Senior Designer for the company's crypto investment platforms and promoted to Team Lead of 6 within 2 months based on performance
- Developed and rolled out the organization's first enterprise design system, establishing consistent components, patterns, and tokens across 3 products
- Improved design-to-development handoff accuracy and speed by 90%, reducing engineering back-and-forth through documented design specs
- Conducted usability testing and iterative research to simplify complex Web3 and financial workflows, improving task completion rate by 92%
- Established a structured collaborative process across design, product, and engineering, reducing cross-functional friction and accelerating release cycles

- Designed 20+ native iOS and Android utility apps, taking app store feedback and user research into high-performing mobile features
- Collaborated closely with PMs and developers to deliver clean, functional UI within tight technical and performance constraints
- Redesigned onboarding and core utility flows, improving user retention by 75% and average app store rating by 4 stars
- Platform specific design patterns (iOS Human Interface Guidelines, Material Design) to ensure native look and feel across iOS and Android.
- Performed usability testing and behavioral analysis to identify friction points, driving iterative UI improvements

- Planned and improved user interfaces for websites, mobile apps, and software products across 4 client projects
- Executed user research and usability testing to inform wireframes, user flows, and high-fidelity prototypes
- Applied user-centered design principles to create intuitive, accessible, and consistent experiences
- Work together with developers and stakeholders to ensure design feasibility and accurate implementation
- Iterated on designs based on user feedback and usability findings, improving overall user satisfaction and task efficiency

- Began career as a UI/UX Designer and Developer, building foundational skills across both design and front-end development
- Created wireframes, user flows, and UI mockups while gaining hands-on experience with HTML/CSS and front-end implementation
- Cooperated with developers to understand technical constraints early in the design process, strengthening design-to-development handoff from day one
- Built a strong foundation in user-centered design principles, usability, and responsive design across web and mobile

Education		
Bachelor of Science in Computer Science	Comsats University, Islamabad	2015 - 2019

Certifications		
Google UX Design Professional		Google
Principles of UX/UI Design		Meta
User Experience Research and Design Specialisation		University of Michigan
Usability Testing with Hotjar		CPN

Skills	
• Design & Strategy: Product Strategy & Vision, Information Architecture, User Flows & Wireframing, Cross-Platform Design (iOS, Android, Web), Design Systems, Component Libraries & Design Tokens • Research: Quantitative Data Analysis, User Behavior Analytics, A/B Testing & Conversion Rate Optimization, Usability Testing, Cognitive Walkthroughs, Persona Development & Hypothesis Testing • Accessibility & Compliance: WCAG 2.2, Inclusive Design, Accessibility Audits, Screen Reader Testing • Leadership & Collaboration: Cross-Functional Alignment, Stakeholder Management, Design Workshops & Co-Creation, Design Mentorship & Critiques, Agile/Scrum Methodologies • Interaction & Prototyping: Rapid Wireframing, High-Fidelity Prototyping, Micro-Interactions, Motion Design (Lottie/Rive/Figma), AI-Assisted Design Workflows	

Tools	
Figma (Auto Layout, Variables, Dev Mode), Adobe Creative Suite, Framer, Jira, Miro, Lottie, Hotjar, Google Analytics	