

Mohamed Abdullatif

Product Designer | UX UI Designer

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[LinkedIn](#) • [Portfolio](#) • [Whatsapp](#) • [Behance](#)

Profile

I'm Mohamed Abdullatif, a Product Designer | UX UI Designer and BIS student. I've completed several UX/UI design courses and worked on projects covering UX research, wireframing, UI design, and prototyping using Figma. I'm passionate about creating simple, intuitive, and user-centered digital experiences that solve real problems and deliver meaningful value.

Education

BIS at Faculty of Commerce, Benha

October 2024 - August 2028

Skills

UX Skills: User Research , User Flows , Wireframing , Prototyping , Usability Testing , Information Architecture ,

UI Skills: UI Design , Typography , Color Theory , Layout , Responsive Design .

Tools: Figma , Photoshop , Illustrator , Notion , Ai .

Projects

Saedny — Car Maintenance App

Designed an end-to-end car care app that helps users manage vehicle maintenance and access emergency roadside assistance in one place. Built flows for tracking maintenance schedules and service history, alongside a streamlined emergency flow (SOS trigger, live tracking, service completion) focused on one-tap actions during high-stress situations. Conducted user research to map both routine and panic-mode user journeys, then designed wireframes and high-fidelity UI in Figma.

Al-Maktaba Al-Shamela — App Redesign

Redesigned the reading experience of a legacy Islamic library app, fixing typography hierarchy, whitespace, and empty-state issues that were hurting readability and navigation. Proposed a freemium business model to introduce premium features without disrupting the core free experience.

Smile Bright — Dental Clinic Landing Page

Designed a conversion-focused landing page for a dental clinic, from paper sketches through wireframing to final high-fidelity design in Figma. Structured the page around trust-building elements (team credentials, patient testimonials, stats) and clear calls-to-action to guide visitors toward booking an appointment.

Portfolio Website — Personal UX/UI Case Study

Designed and built my own portfolio website using a full UX process — paper sketches, wireframing, and high-fidelity design in Figma — to showcase my projects in an interactive, structured way rather than a static file. Focused on clear navigation and content hierarchy so recruiters can quickly understand my design process and decisions behind each project.

Languages

Arabic - Native

English B1 - Conversational

French A2 - Basic

German A2 - Basic

Certifications

UX / UI Design Diploma from Eraasoft • [Link](#)

February 2026

UX Design from Mahartech • [Link](#)

October 2025

UX Design from Edraak • [Link](#)

October 2025

Graphic Design from Saber Group · Link	September 2025
AI capabilities & Limitations from Anthropic · Link	June 2026
Claude 101 from Anthropic · Link	June 2026
Introduction to Claude Cowork from Anthropic · Link	June 2026