

HADIYA KHAWAR

Product & UI/UX Designer

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SUMMARY

Entry-level Product & UI/UX Designer with a background in Industrial Design. Skilled in wireframing, prototyping and human-centered design. Experienced in creating digital products, interfaces and visual systems with strong storytelling and problem-solving skills.

SKILLS

- **UI/UX Tools:** Figma, Adobe Creative Cloud, Rhino 7, AutoCAD, Notion, MS Office
 - **Design Methods:** Wireframing, Prototyping, User Research, Personas, Usability Testing, Journey Maps, Task Flows, UI Kits
 - **Soft Skills:** Critical Thinking, Visual Communication, User-Centered Thinking, Storytelling, Presentation, Project Management
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WORK EXPERIENCE

Associate UX Designer – GoSaaS, Inc. | Oct 2025 – Present | On-site, Lahore

- Designing screens according to the Oracle Redwood UX design guidelines for their website application, GoCompliance.
- Creating new features for their latest releases and creating prototypes by collaborating with the product and the development team.

Communication Designer – AClan | Sep – Dec 2025 | Hybrid, Lahore

- Created social media branding and posts for brands, such as, Cinnabon and IEX.
- Produced high-quality digital assets that enhanced brand presence across social platforms.

Graphic Designer – Dobay Designs | Jan – Jun 2025 | Remote, Chicago

- Designed branding, web and social media visuals with UI/UX elements.
- Illustrated for the published Hajj book “Perfecting the Journey”

Game Design Intern – Grayhat Developers Pvt | Jan – Mar 2025 | Hybrid, Islamabad

- Created pixel art and 3D assets for props and environments.
- Collaborated on visual development for interactive digital content.

Product Designer – StudioSapuri | Nov – Dec 2023 | Remote, Lahore

- Designed and rendered perfume bottles for BareezeMan using Rhino3D & Keyshot.

Industrial & Product Design Apprentice – Daftarkhwan | Jun – Aug 2023 | On-site, Lahore

- Developed lighting systems, wayfinding graphics and spatial layouts for coworking spaces.
 - Assisted in creating the Build manual spec along with the technical documentation using Figma and Notion.
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PROJECTS

1. **Hydracycle** (App, 2025)

Designed a mobile app to monitor & manage greywater recycling, including interfaces for water tracking, insights and alerts.

2. **CFADA** (Website, 2024)

Developed a web platform for students to access workshop tools, materials and booking systems.

3. **Saaz** (Website, 2025)

Created user flows, wireframes and high-fidelity prototypes for a music creation app.

4. **Nova** (Lighting App, 2024)

Designed an interface for smart lighting control and personalization.

EDUCATION

Bachelor in Industrial Design – NUST, SADA (2021–2025)

ACHIEVEMENTS

1st Position – UI/UX Design Competition for CFADA at SADA, NUST (May 2025)
