Mishari Tamara

Product Designer

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Creative UX designer with over 5 years of experience in the SAAS industry. Proven ability to develop user-centered designs that solve complex problems and improve customer experiences. Passionate about creating products that are beautiful, intuitive, and easy to use.

WORK EXPERIENCE

Product Designer   November 2022 – Present
Toptal

- Worked with multiple clients to review the current product and provide design solutions to solve user needs and business challenges through User Research, Information Architecture, Visual Design, and Prototyping.

Associate UX Lead   November 2021 – October 2022
Amplifyn

- Led and completed an MVP product within 03 months by developing and maintaining project schedules, tracking milestones and deliverables, and identifying and resolving risks and issues.
- Coordinated the MVP project by introducing agile, scrum methodology to the team.
- Provided design guidance to the team from concept through development, including user research, competitive analysis, UX strategy, and UI design.
- Led the redesign of a product by ensuring we're delivering an exceptional experience for the customer and users across the customer's digital platform.
- Organized and performed usability testing including recruitment, scenario writing, etc on visual design and prototypes to identify potential issues before development.
- Created detailed user flows for the development handoff describing the application logic, exception scenarios, and interactions within the application.
- Developed personas from primary research to better understand target audiences.

Senior UX Engineer   July 2019 – October 2021
99x

- Collaborated with product owners to help define product requirements and create a seamless user experience.
- Worked closely with the engineering team to ensure the technical feasibility of designs throughout the process.
- Created wireframes and prototypes that communicate the vision of the product or feature being developed by the team.
- Designed intuitive interfaces that were easy to navigate while still maintaining brand consistency.

UI/UX Engineer   December 2018 – July 2019
Techlead International

- Managed a wide variety of projects involving Wireframing, UI design, and UI development.
- Designed wireframes, prototypes, and high-fidelity visual designs for web and mobile applications.

UI Engineer   February 2018 – December 2018
Geveo Australasia

- Engaged with cross-functional teams to create a seamless experience for the customers.
- Cooperated with management to design and produce digital artwork for marketing and promotional materials.

Intern UI/UX Engineer   August 2017 – January 2018
Crowderia

- Worked collaboratively with the UX team to craft effective wireframes and prototypes along with the UI designs to build and present the concepts to the stakeholders and clients.
- Responsive web design and development with HTML, CSS, and Bootstrap.

EDUCATION

University of Colombo School of Computing, Colombo, Sri Lanka
Bachelor of Science (B.Sc) in Information Systems

SKILLS & OTHER

Toolkit: Figma, Sketch, Photoshop, Illustrator, Adobe XD, HTML/CSS/SASS, Bootstrap Framework, Useberry, JIRA, Trello

Technical Skills: User Experience, User Interface Design, Wireframing, Prototyping, Persona, User Research, A/B Testing, Usability Testing, Project Management, Agile, Scrum

Soft Skills: Effective communication, Creativity, Leadership, Time Management, Problem-solving, Teamwork, Attention to detail, Desire to learn