

Omar Elkharashy

Product Designer

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Charlotte, NC

Objective

Experienced designer with over four years in the industry, seeking a challenging role to apply my skills and leverage my curiosity for researching new topics and generating creative ideas. A diligent and fast learner, pursuing opportunities for professional development and growth.

Work Experience

Orange S.A. / Product Designer

NOV 2021 - PRESENT | REMOTE

- Led the UI/UX design process for [Smart Agriculture Clinic mobile app](#).
 - Optimized the user experience for users with limited literacy, using intuitive visuals and voice-guided features resulting in a 150% increase in user engagement.
- Maintain the internal style guide and implement new design patterns within Orange-branded products for both web and mobile platforms.
- Prioritize incorporating customer feedback to enhance user experience.
- Collaborate closely with product managers, developers, and the marketing team.

omardex.com / Freelancer

2020 - PRESENT | REMOTE

- Designed the [Palace Cafe mobile app](#), prioritizing user preferences through thorough research.
 - Using industry-standard tools, I crafted an intuitive and visually engaging interface through iterative refinement and stakeholder collaboration.
- Initiate projects by understanding client goals and audience needs. Design incrementally, ensuring alignment with client expectations and user feedback.

Education

Foothill College / AA

SEP 2020 - MAR 2022 | LOS ALTOS, CA

Graphic & Interactive Design (GPA 3.90)

Google UX Design Certificate

JUNE 2023 - PRESENT

The certificate improved my design skills with hands-on projects and expert guidance in user experience, wireframing, prototyping, and design thinking.

Skills

Design: UI graphics • User flows • Wireframes and mockups • Strategy and vision presentations • Concept sketches • Style guides and pattern library

Software: Figma • Adobe Creative Suite • Invision • Microsoft Office • Sketch • Framer

Research: Data analysis • Task analysis and persona hypothesis • A/B testing and experiment • Cognitive walkthrough

Prototyping: Rapid prototyping using Invision • Interactive flow with HTML and CSS

Collaboration: Self starter • Detail oriented • Flexible • Communicative

Languages

English: Fluent **Arabic:** Fluent