

SABRINE MEJRI

UX/UI DESIGNER / PRODUCT DESIGNER

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No sponsorship required

PROFESSIONAL SUMMARY

UX/UI Designer with 5+ years of experience designing intuitive, user-centered digital experiences for web and mobile applications. Experienced across the end-to-end design process, including user research, information architecture, wireframing, user flows, prototyping, usability testing, and high-fidelity UI design. Strong background collaborating with product managers, developers, stakeholders, and clients to translate business requirements and user needs into effective design solutions. Combines UX expertise with a strong foundation in visual and graphic design, creating cohesive, accessible, and visually engaging experiences that balance usability with business goals.

CORE SKILLS

UX & Product Design

- User Research · Information Architecture · User Flows · Wireframing · Prototyping · Usability Testing · Interaction Design · UI Design · Responsive Design · Accessibility · Design Systems · Visual Design

Collaboration & Process

- Stakeholder Collaboration · Requirements Gathering · Design Presentations · Developer Collaboration · Agile/Scrum · Problem Solving · User-Centered Design

EXPERIENCE

Verizon

Feb 22- Present

UX/UI DESIGNER

- Design intuitive and visually engaging user experiences for mobile applications using user-centered design principles and UX best practices.
- Conduct user research and usability testing to identify user needs, behaviors, motivations, and pain points and translate findings into design improvements.
- Create user flows, wireframes, interactive prototypes, and high-fidelity UI designs to communicate product concepts and interactions.

- Collaborate with product stakeholders and developers to define requirements, evaluate feasibility, and ensure accurate implementation of design solutions.
- Participate in stakeholder meetings, including sessions with Verizon representatives, to gather feedback, clarify requirements, and refine product experiences.
- Translate complex user and business requirements into clear, efficient, and user-friendly digital experiences.
- Iterate on designs based on research findings, stakeholder feedback, and usability considerations.
- Work cross-functionally throughout the product development process to maintain design quality, consistency, and usability.
- Communicate design concepts and rationale effectively to both technical and non-technical stakeholders.

GPITech

Dec 20- Jan 22

UX & Graphic Designer

- Led UX design activities across research, ideation, wireframing, prototyping, usability testing, and high-fidelity interface design.
- Conducted user research and usability testing to identify user needs and validate design decisions.
- Analyzed qualitative feedback and quantitative inputs to uncover UX opportunities and improve product experiences.
- Created user flows, wireframes, and interactive prototypes to communicate design solutions to stakeholders and development teams.
- Collaborated closely with developers to evaluate technical feasibility and ensure accurate implementation of design concepts.
- Worked with stakeholders to translate project requirements and business objectives into intuitive, user-friendly experiences.
- Applied user-centered design principles throughout the product development process.
- Collaborated with marketing teams to create app store screenshots, banners, social media graphics, and promotional assets.
- Combined UX, UI, and visual design expertise to maintain consistency across digital products and supporting marketing materials.

NetAppt

Jan 20 - Nov 20

Print and design specialis

- Utilized graphic design software and tools, such as Adobe Creative Suite (Photoshop, Illustrator, InDesign), to create and manipulate print- ready artwork.
- Optimizing graphics and layouts for optimal printing results.
- Received positive feedback from internal stakeholders and clients for delivering visually appealing print designs that effectively communicated key messages and elevated the overall brand image of NetApp. Conducted thorough print quality control, ensuring that all print materials met the highest standards of visual appeal, accuracy, and color consistency.
- Created visually compelling and impactful designs while adhering to brand guidelines, consistently maintaining brand consistency and visual identity across all print materials.

DESIGN TOOLS

Figma · Adobe Creative Suite · Photoshop · Illustrator · InDesign · Sketch · InVision

ADDITIONAL EXPERTISE

Mobile App Design · Web Design · Visual Design · Branding · Responsive Design · Accessibility · Design Systems · Agile/Scrum

EDUCATION

MASTER'S DEGREE IN ENGLISH FOR COMMUNICATION

Higher Institute of Languages of Tunis — Tunis, Tunisia

GOOGLE UX DESIGN PROFESSIONAL CERTIFICATE