

FIDAN MAMMADOVA

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SUMMARY

Passionate UX/UI and Graphic Designer with experience in creating user-friendly digital experiences, developing wireframes, prototypes, and design systems. Skilled in user research and cross-functional collaboration to deliver effective design solutions.

WORK EXPERIENCE

UX/UI Designer, PM Systems

July 2024 - Currently

- Performing usability testing to identify pain points and improve functionality.
- Creating wireframes, prototypes, and design systems for seamless development.
- Designed multiple responsive websites across various industries, focusing on usability, accessibility, and modern UI trends.
- Translated complex requirements into intuitive user flows, wireframes, and pixel-perfect designs.
- Collaborated closely with front-end developers to ensure accurate implementation and maintain design consistency across devices.
- Participated in agile sprints, providing design support and iterative improvements based on real user feedback and testing results.

Product Designer, CRELIFT

February 2025 - Currently

- Designed mobile-first wireframes and high-fidelity prototypes to support a user-friendly influencer marketing platform.
- Built information architectures and user flows that streamlined onboarding and increased user retention.
- Contributed to the overall design strategy by integrating user feedback into continuous UI/UX improvements.

Graphic Designer, Futura XYZ

January 2023 - January 2024

- Worked at an art-focused company where I designed storyboards, illustrations, and visual assets that brought creative concepts to life.
- Created custom illustrations and graphic elements for exhibitions, campaigns, and digital storytelling projects.
- Blended artistic direction with modern design principles to produce visually compelling materials for both print and digital platforms.

UX/UI Designer (Contract based), Pasha Holding

July 2022 - July 2024

- Designed mobile interfaces for KICKBOX, an internal innovation platform empowering employees to launch new ideas.
- Focused on intuitive navigation, clean layouts, and user engagement to ensure seamless interaction on mobile devices.
- Conducted user research and gathered stakeholder feedback to refine wireframes, prototypes, and visual designs.
- Collaborated with developers and product owners to implement responsive and accessible UI solutions aligned with business goals.

Graphic Designer, ADDA Project

April 2022 - August 2022

- Designed a wide range of visual materials — including posters, catalogs, and digital assets — for architectural exhibitions and events.
- Created print-ready layouts and visuals for brochures, banners, and signage, ensuring high-quality production.
- Contributed to the visual identity of architectural presentations by combining aesthetic design with functional clarity.

PROJECTS

- Project Management Systems Website
- Melhem International Hospital Website
- Atelier Di Falco Landing Page
- Pine Consulting Landing Page
- Premium Casinos Celta Landing Page
- CoLink App
- CRELIFT App

EDUCATION

Code Academy

Graphic & UX/UI Design

ADDITIONAL INFORMATION

- **Technical Skills:** Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe After Effects, Figma, Balsamiq, Framer, Basic Level HTML/CSS
- **Languages:** English (B2) , Turkish (C2) , Russian (A1) , Azerbaijani (Native)
- **Certifications:** YARAT Contemporary Art Space Art Volunteer, Web design (Yıldız Technical University) , IxDF UX Courses