

Ingyinn Swe

UX UI Designer

CONTACTS

01

PORTFOLIO

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ABOUT ME

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UI/UX Designer With Over 3 Years Of Experience, Specializing In Creating Seamless, User-Focused Designs For **SAAS, EduTech, And B2B Platforms** And Committed To Delivering Effective, Intuitive Solutions That Enhance User Experience And Meet Business Goals.

SKILLS

03

HARD SKILLS

FIGMA
Adobe XD
Photoshop
Illustrator
Canva
UX Writing
Prototyping
Web Development

SOFT SKILLS

Presentation
Collaborating
Time Managment
Teamwork
Negotiation

LANGUAGES

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MYANMAR	Native
English	Fluency
Thai	Conversational

EDUCATION

05

2023-2025 (GPA - 3.73)

Rangsit International College

Bachelor Of Information And Communication Technology

EXPERIENCES

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May 2024 Present | Remote

UN TECH, PRODUCT DESIGNER

- Working as a freelance designer based on projects' need
- Design responsive user-centric interfaces for LMS platforms, landing pages focusing on Educational software solutions
- Build brand identity and create style guides/design systems

June 2024 March 2025 |Remote

HYPETHINK EDUCATION, BRAND DESIGNER

- Designed engaging social media content for knowledge-sharing initiatives.
- Led event design projects while ensuring brand consistency and adherence to style guidelines.
- Successfully created over 20 content assets and designed visuals for three major events.

Sep 2021 Aug 2022 - (Still Working As A Freelancer) | Yangon Myanmar |

HOSTMYANMAR, WEB DESIGNER

- Designing eye-catching landing pages, e-commerce websites, dashboard designs and mobile applications.
- Developed web pages using HTML/CSS/React and CRUD pages using PHP/Laravel Framework.

Nov 2020 Sep 2021 | YANGON MYANMAR

STUDIO JOOSK, JUNIOR ANIMATOR

- Collaborated on character designs, including creating original concepts and refining senior sketches into fully realized characters.
- Animated characters with precision, bringing life and personality to stories through dynamic motion and creativity.

CERTIFICATION

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GOOGLE UX DESIGN

- Foundations of User Experience (UX) Design
- Start the UX Design Process: Empathize, Define, and Ideate
- Build Wireframes and Low-Fidelity Prototypes

RESPONSIVE WEB DESIGN BY FREE CODE CAMP

MOTION DESIGN WITH FIGMA: ANIMATION, MOTION GRAPHICS, UX UI BY ANDREI NEAGOIE, DANIEL SCHIFANO

Duration - 3 months

DASHBOARD FOR ECOMMERCE JEWELLERY STORE- COMPLETE

Role - UI UX Designer

Team - Communicate with project manager and developers

SD is a well-known diamond wholesaler in Myanmar's jewellery sector. The proprietor had traditionally relied on physical booklets for data recording. However, understanding the vulnerability of this method over time, he began contemplating the creation of an online storefront catering to both wholesale buyers and individual customers.

- Conducted stakeholder's interviews and analyze target audience to understand pain points and user needs.
- Structured designs for the product's navigation and content, prioritizing features and information according to their unique multi selling methods.

Duration -3 weeks

HABIT FLOW: TRACK. IMPROVE. THRIVE - COMPLETE

Role - UI UX Designer

Team - Collaborated with other designers

Habit Flow is a website that helps you track your good habits, bad habits, and custom habits effortlessly. With insightful habit analysis, you can monitor your progress, identify patterns, and make meaningful changes to improve your daily routine.

- Brainstormed and created user surveys, user interviews and work flows
- Created simple and minimalistic user interface to reduce user pain points I got from the user interviews.
- Successfully finished the project within a short timeline

Duration - 4 weeks

MELON DESIGN SYSTEM - COMPLETE

Role - Lead Designer

Team - Personal Project

In this project, we have 4 designers and are working together and meeting once a week to create a structured design system.

- Created low-fidelity designs then color, typography, spacing, border, border radius, elevations and components
- Created core tokens , semantic tokens and typography tokens using AirTable and AI Tools .
- Created create high-fidelity designs using our imported tokens and created components
- Developed a component documentation and design dairy for designers/developers to get access easily
- Made a reference site to acknowledge users component documentation explaining how to use and maintain the design system

Here, all of us are remotely working and to work smoothly, we use Facebook Messenger, Jira and google meet to communicate and track each's progress and used figma and figJam for design creations.