




KANIZ RAHMAN

## CONTACT

Kaniz Rahman  
28 January 1992  
Born in Rampur (Bangladesh)  
Nationality: Dutch

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## LANGUAGE

Bangla: Native  
Dutch & English: Fluent  
German: Good knowledge

## SKILLS

Visual Design  
UI Elements, Patterns  
Web- and Mobile Design  
Responsive Design  
UX Research, UX Theory  
Design Principles, Heuristics  
Lean/Agile UX, Design Thinking  
User Testing, Interviews  
User Personas, Stories, Flows  
Wireframing, Prototyping  
Moodboards, Mockups  
Style guides, Branding  
Marketing  
Print Design

## TOOLS

Sketch Adobe XD Figma

Photoshop InDesign

Premiere Pro Illustrator

InVision WordPress

## PROFILE

UI/UX Designer with a background in Graphic Design, Marketing and Architecture. Creates vivid spaces, layouts and dynamic experiences with user-centric design solutions. Advocates optimizing work processes to create efficient workflows, from user research to detailed user interface design. Has great adaptability in new areas of expertise and strives to constantly evolve as a designer by learning and working together in a team to help customers translate their ideas into unique products.

UI/UX Design

Graphic design

Marketing

Architecture

## WORK EXPERIENCE

### DIGITAL DESIGNER - Freelance, Hannover (DE)

/ Sept 2020 - present

- Created multiple logos, flyers and landing pages for Non-Profit Organizations, which helped them to set up and carry out their international cultural projects and campaigns.
- Designed multiple logos for a gaming community, which supported them to expand their marketing foundation, as well as enhance their branding in the process.

### MEDIA DESIGNER PRINT, DIGITAL/UI DESIGN (Team Lead)

#### Cuverid Group GmbH & Co. KG, Hannover (DE)

/ May 2019 - July 2020

- Led and worked in a team of 3 media designers in editing and designing brochures, magazines, posters, flyers, websites (CMS) and other commercial materials in a high-pressure advertisement agency.
- Organized and optimized work processes by simplifying data management systems to create efficient workflows and improve communication between clients and the company, which generated trust and gained long-term and new customers.
- Assisted in structuring and overseeing the onboarding process for new interns/ employees, making it less time consuming.

### ONLINE MARKETING, GRAPHIC DESIGN & UI/UX DESIGN

#### VoxR.org, Hannover (DE)

/ Mar 2018 - Oct 2018

- Built landing pages, video/photo material for online marketing opportunities, as a Trainee Business Development from A to Z for an Event App company.
- Researched, analyzed and identified problems and solutions for Event App and helped develop/design key app features in collaboration with team and developers.
- Oversaw translations for English and Dutch webpages to aid in communication and reach more international customers.

### MARKETING, CUSTOMER SERVICE

#### Media Markt Saturn, Den Haag (NL)

/ Nov 2015 - June 2016

Assisted in managing and editing interior displays for marketing boosts and provided customer service at info counter along with onboarding new sales employees.

### INTERN ARCHITECTURE

#### ARARCH Atelier Rietmeijer Architecten, Den Haag (NL)

/ Sept 2013 - Jan 2014

Learned and implemented technical drawings, concept developments and created 3D models digitally and by hand.

## EDUCATION

### USER INTERFACE DESIGN

/ July 2021 - Oct 2021

CareerFoundry,  
Hannover, Germany  
Deep immersion UI/UX Design

### BACHELOR OF DESIGN

/ Sept 2010 - July 2015

Royal Academy of Art, KABK  
Den Haag, The Netherlands  
Interior Architecture, Visual Design