

[Your Name]

[Your Role - Product Designer] (no need to include Junior or Senior)

[Your Location] | [Your Phone Number] | [Your Email]

[Your Portfolio Link (e.g., Behance, Dribbble or Personal Website)] | [Your LinkedIn Profile URL]

OBJECTIVE / SUMMARY

A brief, impactful statement (2-3 lines) highlighting your design philosophy, key skills, and career aspirations.

- **Example:** *A creative and user-centric Product Designer with [Number] years of experience in crafting intuitive and engaging digital experiences. Proven ability to translate user needs and business requirements into elegant design solutions that drive user satisfaction and product growth.*

EXPERIENCE

[Your Job Title],

[Company Name] [Location]

[Month, Year – Month, Year]

Achievements & Impact: (Focus on quantifiable results of your designs)

- **Example:** *Redesigned the user onboarding flow, resulting in a 25% increase in completion rates and a 15% improvement in early user engagement metrics.*
- **Example:** *Led the UI/UX design for a new mobile application, contributing to a 4.5-star rating on app stores and 50,000+ downloads within the first 3 months.*
- **Example:** *Received [Specific Award/Recognition] for [Specific Project/Contribution].* (No longer than 2 lines)

Responsibilities: (Use action verbs to describe your role and contributions)

- **Example:** *Designed and prototyped user interfaces for web and mobile platforms using Figma and Adobe XD, focusing on usability and accessibility standards.*
- **Example:** *Conducted user research, including interviews and usability testing, to gather insights and validate design decisions.*
- **Example:** *Collaborated with product managers and engineers to define product requirements and translate them into wireframes, mockups, and interactive prototypes.* (No longer than 3 lines)

[Your Job Title],

[Previous Company Name] [Location]

[Month, Year – Month, Year]

Achievements & Impact:

- *Example: Improved information architecture for the company website, leading to a 20% reduction in bounce rate and a 10% increase in average session duration.*

Responsibilities:

- *Example: Developed and maintained a comprehensive design system, ensuring consistency across multiple products and platforms.*
- *Example: Created detailed user personas and journey maps to inform design strategy.*

DESIGN PROJECTS (Applicable if you have a strong portfolio or are early in your career)

[Project Name]

[Your Role (e.g., Lead UX/UI Designer)],

[Platform (e.g., Mobile App, Web)]

[Year and Month of Completion]

Project Goal & Impact:

- **Example:** *Designed a conceptual mobile application for [Purpose], focusing on [Key Design Principles]. Project featured on [Portfolio Site/Gallery].*
- **Example:** *Contributed to an open-source project by redesigning [Specific Feature], improving its usability score by [Metric].*

Key Contributions:

- *Example: Developed wireframes, high-fidelity mockups, and interactive prototypes.*
- *Example: Conducted competitive analysis and user testing to refine the design.*

EDUCATION (If you are a recent graduate, move this section to the top)

[Degree Earned],

[School Name],[Location]

[Year of Graduation] (Include if your graduation year is within 6 years)

Optional: Relevant coursework, thesis, or academic awards.

- **Example:** *Dean's List Academic Achievement Award.*

SKILLS

- **Design Software:** Figma, Sketch, Adobe XD, Illustrator, Photoshop, InVision, etc.
- **Prototyping & Wireframing:** Interactive Prototyping, Low & High-Fidelity Wireframing.
- **User Research:** Usability Testing, User Interviews, Surveys, Persona Development, Journey Mapping.
- **Design Principles:** UI/UX Design, Interaction Design, Visual Design, Information Architecture, User-Centered Design, Design Thinking.
- **Collaboration Tools:** Jira, Slack, Notion, Miro.

- **Other Relevant Skills:** HTML/CSS (Basic Understanding), Agile Methodologies.
- **Languages:** Fluent written and spoken English.

