

[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.

