

# AMINA COOK

## UI/UX DESIGNER

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### STRENGTHS

- Creative Problem-Solving**  
Consistently derived innovative design approaches that addressed user pain points effectively with practical solutions.
- Detail-Oriented Design**  
Quality checking every aspect of designs ensured adherence to brand guidelines while maximizing usability.
- Team Collaboration**  
Frequent collaboration with interdisciplinary teams fostered innovation and garnered mutual respect among colleagues.
- User-Centric Approach**  
Always prioritized empathy toward end-users during design phases to craft software that resonates deeply emotionally.
- Adaptable Communication**  
Regularly tailored presentations according to various audiences ensured clarity through differing technical backgrounds.

### SKILLS

Adobe XD Sketch Figma

User Testing Prototyping

Visual Design Responsive Design

### LANGUAGES

English Native

Spanish Intermediate

### SUMMARY

Creative UI/UX Designer passionate about developing engaging interfaces for mobile applications. Over two years of experience collaborating with diverse teams to enhance user experiences through effective design. Proven track record in optimizing workflows and implementing innovative techniques to visually captivate users. A portfolio showcases unique projects highlighting the ability to translate complex ideas into intuitive designs. Focused on enhancing usability while consistently meeting project timelines and stakeholder expectations, prioritizing meaningful user interaction and satisfaction as core goals.

### EXPERIENCE

#### UI/UX Designer

Design Innovations Inc. January 2025 - Present Chicago, IL

As a UI/UX Designer, focused on delivering high-quality user interface solutions for mobile applications. Collaborated closely with cross-functional teams while ensuring sector standards are upheld through each phase of platform development.

- Developed intuitive user interfaces for various mobile applications, enhancing user engagement by optimizing design workflows.
- Created and implemented visual assets including menus, HUDs, and icons, leading to a 30% increase in user satisfaction ratings.
- Collaborated with developers and product managers to ensure design consistency across multiple platforms, improving overall project efficiency.
- Conducted user testing sessions to gather feedback and iterate on designs, resulting in refined interfaces that meet user needs.
- Streamlined UI processes and introduced innovative design techniques, reducing project turnaround times by 15%.
- Maintained an up-to-date portfolio showcasing successful projects, contributing to new client acquisition and project approvals.

#### Junior UI/UX Designer

Pixel Play Studio June 2023 - December 2024 Chicago, IL

Assisted in crafting engaging user interfaces specifically for mobile games, focusing on blending aesthetics with functionality. Worked alongside a team of designers and developers to continuously improve user experiences.

- Assisted in designing user interfaces for mobile games, focusing on aesthetics and functionality to enhance player experiences.
- Participated in brainstorming sessions with the creative team to develop new concepts and design strategies.
- Utilized Adobe XD to create prototypes and wireframes for application features, facilitating clear communication with stakeholders.
- Conducted A/B testing on UI elements, analyzing data to improve design decisions and user interaction metrics.
- Collaborated with developers to fix bugs and optimize design elements for better performance across devices.
- Enhanced design documentation processes, ensuring accurate and accessible records for future projects.

### LEADERSHIP & AWARDS

- Dean's List, University of Illinois at Chicago, 2021-2023

## MY CAREER

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● UI/UX Designer at Design Innovations Inc. (1.4 Years)

● Junior UI/UX Designer at Pixel Play Studio (1.5 Years)

- Winner, UIC Design Challenge, 2022

## EDUCATION

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### Bachelor of Arts in Graphic Design

University of Illinois at Chicago 🎓 GPA: 3.8 📅 2023 📍 Chicago, IL

*Coursework: Design Principles, Interaction Design, Typography, Color Theory*

## CERTIFICATIONS

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- Adobe Certified Expert (ACE) in Adobe XD 📅 2025
- UX Design Professional Certificate, Coursera 📅 2025

## TECHNICAL SKILLS

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- **Design Tools:** Adobe XD, Sketch, Figma
- **Prototyping Tools:** InVision, Marvel, Axure
- **User Research Methods:** User Interviews, Surveys, Usability Testing
- **Collaboration Tools:** Slack, Microsoft Teams, Trello
- **Version Control Systems:** GitHub, Bitbucket, GitLab
- **HTML/CSS Knowledge:** Basic HTML, CSS Fundamentals, Responsive Frameworks
- **Animation Tools:** After Effects, Principle, Lottie
- **Design Frameworks:** Material Design, Bootstrap, Human Interface Guidelines
- **Accessibility Standards:** WCAG, Section 508, ARIA
- **Gamification Techniques:** Game Mechanics, User Engagement Strategies, Feedback Loops

## PROFESSIONAL AFFILIATIONS

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- Member, American Institute of Graphic Arts (AIGA)
- Volunteer, Design for America

## ADDITIONAL INFORMATION

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**Work Status** : Authorized to work in United States. No sponsorship required.

## REFERENCES

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AVAILABLE ON REQUEST