

Gunel Ahmadova

Product Designer

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[Website](#)

[LinkedIn](#)

[Behance](#)

Summary

I am a Product designer with 2 years of experience and a background in software development. I have experience in Design Thinking, User-Centered Design, CJM, visual design, and responsive design, using tools like Figma, Notion, and Sketch. My knowledge of HTML and CSS allows me to collaborate smoothly with developers and create user-friendly, impactful designs.

Experience

Weblash

02.2024 - Present

Product Designer

Baku, Azerbaijan

At Weblash, we manage and deliver client projects with a team of backend developers, frontend developers, QA testers, Product designers, and graphic designers. We've achieved high client satisfaction through quality design and effective functionality.

Upwork

05.2024 - 07.2024

Contract-based Product Designer

Florida, USA

Redesigned the 2Feat.com website, adding new features like user profiles, sharing, and outfit matching. Plan to incorporate a "try on" functionality post-MVP. These changes enhanced user experience and expanded the site's functionality.

Behance

11.2024 - Present

Contract-based UX/UI Designer

Belgrade, Serbia

Currently working as a UX/UI Designer for the Agrovod platform. Conducting user research, creating wireframes and prototypes, and designing intuitive and functional interfaces to enhance the user experience. Collaborating closely with developers and stakeholders throughout the project development process.

Education

Code Academy (Honours Degree)

07.2023 - 11.2023

UX/UI Design

Code Academy

05.2022 - 12.2022

Software Development

Ganja State University (Bachelor's degree with honours)

09.2012 - 06.2016

Physical education

Ganja State University (Master's degree with honours)

09.2016 - 06.2018

Physical education methodology

Achievements & Certificates

[Google Coursera](#)

Aug, 2024

Covered UX fundamentals, including user research, design principles, and usability testing

[Google Coursera](#)

May, 2024

Covered creating and using reusable components in Figma for efficient design.

[Udemy](#)

Sept, 2024

Figma UI/UX Design Advanced as taught by Daniel Walter Scott

Additional Information

Design Skills

User Interface Design, CJM, User Experience Design, Design Systems, User-Centric Design, Usability Testing App, User Research, Prototyping, Interaction Design Research, Design Thinking, Responsive Design, User Persona, Typography, Problem Solving, Visual Design, Gestalt Principles, Wireframing, A/B Testing.

Development Skills

HTML, CSS, JavaScript, SASS, Bootstrap

Tools & Technologies

Figma, FigJam, Balsamiq, Notion, Sketch, Google Forms, Google Analytics, Adobe XD, MS Office Suite, AI Tools