

MAHNOOR KHAN

UX DESIGNER & PACKAGE DESIGNER

| mahnoork17@gmail.com | www.mahnoorkhandedesigns.com |
http://linkedin.com/in/mahnoor-khan-24b9b5173 | New York, NY

ACADEMIC BACKGROUND

PRATT INSTITUTE

Graphic Design with honors
Brooklyn, NY | August 2017-May 2019

PRATTMWP

Graphic Design
Utica, NY | August 2015- May 2017

SKILLS

- Usability & A/B Testing
- User Personas
- User Research
- Information Architecture
- Wireframing & Prototyping
- Card Sorting
- Content Auditing
- User interface Design

TOOLS

- Adobe Creative Suite
- Adobe XD
- InVision
- Sketch
- HTML/CSS
- JavaScript
- Figma
- Microsoft Office Suite

RECOGNITION

VALEDICTORIAN FINALIST

| Class of 2019 |

PRATT 2018 OUTSTANDING LEADERSHIP AWARD

DESIGN HISTORY

PACKAGE DESIGNER

Enchante Accessories Inc. | Manhattan, NY |
Sept. 2019- July 2022

- Ideate and create packaging for beauty, body, and wellness products for major retailers such as TJ Maxx, Ross, Burlington & Macy's Backstage.
- Follow brand guidelines for licensing projects in retail stores for brands.
- Develop high-quality renderings to help clients visualize final products.
- Collaborate closely with Art Directors, Project Managers, and other departments for buyer meetings as well as create pitch decks, trend/mood board, and other product presentations.
- Implement project management software across multiple teams and update strategic work flows throughout department.
- Transition renderings into working production files and ensure all packaging die-lines from design team are ready for use by printers and factories.

FREELANCE UX/UI DESIGNER

2019-Present

- Design visually strong user-centered interactions that meet user needs and drive business success.
- Apply consistent design patterns, create new patterns for reuse through design and code with senior or lead input.
- Design, coordinate, and execute user research to guide product design decisions (contextual inquiry, usability testing, competitive analysis, etc),
- Apply findings to product designs, and communicate results to the teams.
- Convert and communicate user needs via design artifacts like presentations, user flows, storyboards, wireframes, low and high fidelity prototypes that allow you to collaborate and quickly iterate ideas with the team and get designs in front of end-users for validation, and UI specifications.
- Collaborate with and present ideas to other designers and managers to find the best improvements to the user experience.