

Product designer with a background in software engineering, combining user-centred thinking, visual design, and technical understanding to design and ship thoughtful digital products.

Experience

Apple Developer Academy @ BINUS

Product Designer & Developer

2026

Selected as one of 220 participants from over 5,000 applicants for the Apple Developer Academy @ BINUS, Bali. Worked in multidisciplinary teams to research, design, prototype, and build digital products for Apple platforms, contributing across product thinking, UX/UI design, user research, and implementation.

- BETTERBOXD • Lead Product Designer • Team of 6**
 - Led the end-to-end product design of a high-fidelity film journaling experience built around guided reflection rather than public ratings and reviews, shaping the user experience, interface, and product direction from research through prototyping.
 - Presented the final concept to the Apple Developer Academy community and defended its value proposition, differentiation, and design rationale through critical feedback and discussion.
- OMAWE • Product Designer • 1 of 2 Designers**
 - Helped design and ship a group travel app that uses Live Activities and Dynamic Island to surface shared distance and ETA information at a glance, contributing across user flows, interaction design, visual hierarchy, and the overall product experience.
 - Took ownership of Omawe's visual and interaction language across the main app, onboarding, Live Activity, and Dynamic Island, while contributing to SwiftUI implementation and helping take the product from concept through App Store release.
- JARED • Product Designer • Sole Designer**
 - Designed an AI reading companion that helps readers return to books after time away by surfacing a concise "Previously on..." recap and helping them resume from where they left off.
 - Owned the end-to-end product design, from concept and user flows through interface design and prototyping, collaborating with the team to turn the idea into a shipped iOS app.

Avondale Islamic Centre - New Zealand Muslim Association (NZMA)

Independent Graphic Designer

2024 – Present

- Serve as an ongoing design partner for an Auckland-based educational organisation, producing annual certificate series for a community of approximately 500 students.
- Translate stakeholder requirements into cohesive print materials across multiple certificate types, refining typography, layout, and visual systems while incorporating feedback and maintaining cultural accuracy across multilingual content.

GlobalInfo Ltd

Digital Marketing & Administration Assistant

2022 – 2023

- Designed static social media content for a diverse portfolio of clients across multiple industries, adapting visual direction to different brands, audiences, and campaign needs.
- Supported client communication and day-to-day operations across email correspondence, scheduling, and database management, developing strong attention to detail and experience working across multiple client needs.

Education

Royal Melbourne Institute of Technology (RMIT University)

Bachelor of Software Engineering

Expected 2027

Skills / Expertise

Product & UX

Product Thinking · User Research · Usability Testing · User Flows · Prototyping · Interaction Design

Visual & Design Systems

Interface Design · Design Systems · Visual Design · Information Architecture · Typography

Tools & Development

Figma · SwiftUI · Swift · Framer · Lottie · Adobe Creative Cloud · HTML/CSS