MYAT MIN

UI/UX & Product Designer

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PROFESSIONAL SUMMARY

UI/UX & Product Designer with 3+ years of experience designing HR software, recruitment platforms, mobile apps, websites and admin dashboards. I turn complex workflows into clear, intuitive interfaces, aligning user needs with business goals from discovery to delivery. Skilled in user research, design systems and high-fidelity prototyping in Figma and Framer.

EXPERIENCE

UI/UX & Product Designer — May 2025 – Present

Next Innovations | Full-time | Yangon

- **Next Innovations Japan:** Led the company website redesign, restructuring the information architecture and improving visual clarity.
- **Talent Cloud:** Sole designer of a recruitment platform connecting Myanmar talent with companies in Japan — job seeker app, employer workspace and admin console.
- **Tee-Up O'Clock:** Designed a golf booking, scoring and community app with its admin console; took over as sole designer after Phase 1, working directly with the client and 4 developers.
- Conducted user research and translated insights into interactive prototypes in Figma and Framer.
- Collaborated with developers and stakeholders to deliver developer-ready designs and specifications.

UI Designer (Part-Time) — Oct 2025 – Mar 2026

TAM79 | Hybrid

- Developed UI components that strengthened cross-platform consistency and brand identity.
- Maintained a scalable design system to streamline the design-to-development workflow.
- Optimized interface layouts to improve visual hierarchy and navigation.

UI/UX Designer — Jun 2024 – May 2025

Smilax Global Co., Ltd. | Full-time

- **HR Software:** Led UI/UX design for complex employee data management and admin workflows.
- Conducted user research to identify and resolve pain points in HR administrative tasks.
- Collaborated with stakeholders to align design solutions with core business goals.

Freelance UI/UX Designer — Jul 2023 – Present

Self-employed | Remote

- **Lutaya:** Redesigned a fashion e-commerce website and mobile app — Myanmar-first UI, KBZPay checkout, membership program and a shared design system.
- Design websites, mobile apps and landing pages for clients across multiple industries, managing projects end to end from requirements to high-fidelity UI and prototypes.

SKILLS

- **Design:** Product Design (Discovery to Delivery), Information Architecture, Interaction Design, User Flows, Responsive Web & Mobile App Design, Admin & Platform Design
- **UX:** User Research, Wireframing, High-Fidelity Prototyping, Usability Testing
- **Tools:** Figma, Framer, Adobe XD, Adobe Illustrator, UX Pilot
- **Core:** Design Systems, Stakeholder Collaboration, Problem-Solving
- **Languages:** Burmese (Native), English (Professional Working)

CERTIFICATIONS & EDUCATION

- Design Systems Hands-on Training | The Productive Schedule | May 2026
- Figma UI/UX Design: Zero to Hero | Udemy | Jan 2024
- Basic UI/UX Design with Figma | Acodemy | Feb 2024
- Web Developer & Web Design | Page Myanmar | Jun 2022
- High School Diploma | Basic Education High School No. 10 | 2019 – 2020

AWARDS & VOLUNTEERING

- Creative Award, Design Challenge | The Plant A Tree Project Myanmar | May 2024
- Volunteer, Think, Sprint, Design Bootcamp | UXMM