Raihan Uddin Suman

UX/UI Designer

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Professional Summary

Experienced visual and UX/UI designer with thirteen years in design and five years specializing in UX/UI. I hold an M.S. in UX/UI & Interaction Design and am dedicated to continuous learning. My approach combines strategic insight, technical knowledge, and creativity to create impactful, user-centered solutions.

• Advanced UX/UI Design: Expert in conception, creation, and building concepts, including wireframes, layouts, workflow diagrams, prototyping, and final end-user mockups.

• Tool Proficiency: Expert in UI/UX design tools including Figma, Photoshop, InVision, Sketch, Illustrator, InDesign, Adobe Premiere Pro, and Adobe After Effects.

• Leadership: Experienced in leading and guiding team projects.

• Graphic Design Expertise: Proficient with hands-on experience in logo and brand style guide creation, as well as designing banners for web applications, flyers, and posters.

• Digital Content Creation: Utilized Adobe Photoshop, Illustrator, InDesign, Figma, Adobe Premiere Pro, and Adobe After Effects to create diverse digital content.

• Prototyping: Created product prototypes using Figma and InVision.

• Web Technologies: Extensive knowledge and use of HTML5, CSS3, and JavaScript.

• Google AdSense: Deep understanding of Google AdSense policies and best practices.

• UX Research: Independently planned, performed, and oversaw UX research, including UI design and usability deliverables for assigned projects spanning large products or product families.

• Prototyping & Documentation: Experienced in creating low to high-fidelity prototypes (paper sketches, Figma, InVision, Photoshop), wireframes, screen-flow diagrams, pattern libraries, and UX documentation.

• Development Methodologies: Proficient in using version control tools such as Git and GitHub, and actively participated in Agile software development.

• Soft Skills: Demonstrated efficient organizational work ethics, value-based effective decision-making, and strong team-based cooperation and communication skills.

Skills

• UX/UI Design: Wireframing, Visual Design, Interactive Prototyping (Low to High-Fidelity), User Research, Web Design, Mobile Design, Screen-flow Diagrams, Pattern Libraries, UX Documentation, User-Centered Design (UCD).

• Graphic Design: Logo & Brand Style Guide Design, Web Banners, Flyers, Posters, Digital Content Creation.

• Tools: Figma, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe Premiere Pro, Adobe After Effects, InVision, Sketch, HTML, CSS.

• Web Technologies: HTML5, CSS3, JavaScript.

• Project Management: Agile Software Development, Git, GitHub.

• Other: Google AdSense Policies, Team Leadership, Communication, Decision-Making, Organizational Skills.

• Languages: English, Bengali.

Work Experience

CarMax | April 2024 – Present

Responsibilities:

- o Analyze the current user experience on CarMax.com by researching common customer behaviors, needs, and pain points associated with the online car shopping and ownership process. Synthesize findings from user reviews and expert critiques of the website.
- o Develop a detailed map of the user journey on CarMax.com, outlining the key stages from initial search to post-purchase engagement. Identify critical touchpoints and opportunities for improving the user flow.
- o Evaluate the user interface (UI) of CarMax.com for usability, visual design, accessibility, and alignment with the company's brand identity.
- o Propose specific design solutions and feature enhancements for key areas of the site. Find examples of best-in-class design from leading e-commerce and automotive platforms to inform these proposals.
- o Research best practices for creating and maintaining a scalable design system and component library, and explain how this would benefit CarMax's digital products.

Dribbble & Behance | Dec 2021 – Dec 2022

• Developed a strong portfolio on Dribbble and Behance, connecting with clients and showcasing UX/UI design work.

• Conducted client consultations to understand project requirements, target users, and business objectives.

• Translated client needs into user-centered designs for websites and mobile applications.

• Created detailed wireframes and interactive prototypes to present design solutions and gather feedback.

• Designed intuitive user interfaces, focusing on visual hierarchy, typography, and accessibility.

• Collaborated effectively with clients through design iterations, ensuring satisfaction and project success.

Bitmate Studio | Dec 2021 – Present

• Founder and lead designer, specializing in providing comprehensive Graphic & UX/UI design services.

Portfolio links:
https://dribbble.com/bitmatestudio

www.freepik.com/author/bitmatestudio

www.creativefabrica.com/designer/bit-mate-studio

 www.shutterstock.com/g/Dreamlogo

UX Designer, Ofspace LLC | Jul 2019 – Nov 2021

Wokka

- o Led the UX/UI design for the Wokka website and mobile application, from concept to delivery.
- o Conducted comprehensive user research, including interviews and usability testing, to inform design decisions.
- o Developed wireframes, prototypes (low to high-fidelity), and interactive mockups using tools like Figma to visualize user flows and interactions.

- o Created detailed UI specifications, design systems, and component libraries to ensure consistency across both web and mobile platforms.
- o Collaborated closely with product managers, developers, and stakeholders to translate business requirements into intuitive and engaging user experiences.

Priyo Pay

- o Spearheaded the UX design for the Priyo Pay application, focusing on improving user experience for financial transactions.
- o Conducted in-depth user research to understand user needs and pain points related to digital payments.
- o Designed intuitive user flows and interactive prototypes to enhance the usability and accessibility of the Priyo Pay platform.
- o Developed comprehensive UX documentation, including user personas, journey maps, and wireframes.
- o Worked cross-functionally with development teams to ensure seamless implementation of design solutions.
- o Implemented user feedback into design iterations to continuously improve the product's interface and functionality.

Fiverr | Apr 2017 – Dec 2022

• Successfully completed over 1700 logo and brand style guide projects, achieving a 4.9-star rating due to consistent client satisfaction and effective communication.

Profile link: www.fiverr.com/raihansuman209

Upwork | Jan 2017 – Dec 2022

• Began designing logos, brand style guides, and UX/UI in 2018, consistently delivering high-quality work to diverse clients.

Graphic Designer & Instructor, Creative4 | May 2012 – Dec 2016

• Collaborated on various graphic design projects for the agency and provided instruction in design principles.

Education History
• M.S. in UX/UI & Interaction Design | Jan 2023 – Dec 2024
  Touro University, Graduate School of Technology, New York, USA

• Prototyping and Design | Apr 2025
  University of Minnesota

• UX Design in Practice: Accessibility and Collaboration | Mar 2025
  Microsoft!

- Advance UI/UX Design | Jan – Mar 2016
  Ofspace Design Academy, Sylhet, Bangladesh.

- Graphic Design | Feb – Apr 2012
  Learning and Earning Development Project (LEDP), Organized by Bangladesh government.

- Bachelor of Laws (LL.B.) Hon's | Jan 2004 – Apr 2010
  Prime University, Dhaka, Bangladesh.