

Phone Pyae Naing (Harry)

Bangkok, Thailand

UX/UI and Product Designer with 3+ years of experience shipping intuitive digital products across fintech, SaaS, music tech, and enterprise platforms. Specialize in end-to-end product design — from UX research and information architecture to high-fidelity prototyping and scalable design systems. Proven ability to lead design across complex multi-flow products, collaborate directly with C-suite and engineering, and deliver measurable user outcomes at speed.

[Portfolio](#) | [Email](#) | [Linkedin](#) | [Behance](#)

PROFESSIONAL SUMMARY

TestFirst, Senior UX Designer

Remote [Oct 2025 - Current]

- **[Website Redesign]** Led end-to-end rebuild of 20+ page marketing website across all responsive breakpoints, modernizing brand presence and improving conversion-critical user flows.
- **[Automation Product]** Spearheaded UX overhaul of TestFirst's core automation product, rethinking interaction flows to ease QA engineers' transition from manual to automated testing workflows.
- **[UX Research]** Conducted user interviews, workflow analysis, and task-flow mapping with QA engineers and testers to surface friction points and define a more intuitive testing experience.
- **[Design System]** Extended and maintained the product design system to ensure consistency and scalability across both the marketing site and core product.
- **[Marketing Assets]** Produced email visuals and product marketing materials, ensuring visual consistency across the website, email campaigns, and product marketing materials.

Visible One, UX/UI Designer

Remote [May 2025 - Jul 2025]

- **[HKU Website]** Overhauled whole website of the Hong Kong University — modernizing information architecture and visual language while preserving institutional accessibility standards.
- **[AsDayOne ERP]** Architected the design system for AsDayOne, an enterprise ERP platform — defining component guidelines, token structure, and handoff documentation; directed a junior designer in system application.
- **[AsDayOne HR Module]** Delivered the HR management platform end-to-end covering employee onboarding, role management, and dashboard reporting, with focus on data clarity and workflow efficiency.

Melo Music, Product Designer

Remote [Sep 2023 - Jun 2025]

- **[Full Product Redesign]** Executed a full visual and UX overhaul of the Melo Music app — reworking every existing screen and shipping net-new features including Feed, Podcast, and expanded discovery surfaces.
- **[Design System]** Established the product's first design system from scratch covering typography, color tokens, component states, spacing, and responsive behavior — eliminating inconsistencies across design and engineering.
- **[Growth & Testing]** Ran A/B tests and moderated usability sessions on core flows (onboarding, playback, subscription upgrade); identified subscription and ad placement optimizations that directly increased revenue potential.
- **[Web]** Shipped a responsive marketing website with animated interactions, improving accessibility, usability, and brand visibility through iterative testing cycles.

Dinger, UX/UI Designer

Yangon, Myanmar [Aug 2023 - Jan 2025]

- **[MTB Pay]** Owned end-to-end UX and UI for MTB Pay — a mobile payment app now serving 300,000+ users — covering transfers, cash in/out, bill payments, banking, history, and profile flows.
- **[MTB Pay Agent]** Crafted MTB Pay Agent, a field-facing mobile app enabling financial agents to process customer transactions and manage cash operations independently.
- **[Admin Dashboard]** Conceived and prototyped the MTB Pay Web Admin Dashboard for merchant transaction monitoring, user management, and compliance reporting — from wireframes to developer-ready specs.
- **[Design System]** Built a scalable design system for MTB Pay covering components, tokens, and interaction patterns — reducing design debt and accelerating feature rollout across the product suite.
- **[Key Result]** MTB Pay launched to 300,000+ users and achieved a 73% user satisfaction rate post-launch. Progressed from Junior to Mid-Level Designer within the role.

EDUCATION

University of Greenwich, UK [2024 - 2025]

B.Sc (Hons) in Computing, First Class Honors

NCC Education, UK [2022 - 2024]

Level 4 & Level 5 Diploma in Computing

SKILLS

Tools

Figma, Sketch, Adobe Creative Cloud, Framer, Axure RP, Miro, Zeplin, Jira, Notion, Relume, Bolt, Lovable, Ulzard, ClaudeCode

Design

Visual & Interaction Design, UX Research, Usability Testing, A/B Testing, Wireframing, Prototyping, Design Systems, Component Libraries, Token Architecture, Information Architecture, Responsive Design, Accessibility (WCAG), User Personas, Competitive Analysis, Stakeholder Management

Soft Skills

Cross-functional Collaboration, Agile / Scrum, Design Leadership, Mentoring, Critical Thinking, Time Management

AWARDS & CERTIFICATIONS

- TechStars 2023 Startup Competition, Winner
- Google UX Design Professional Certificate
- UI/UX Design Specialization — California Institute of the Arts (CalArts)
- EntryLevel Certified UX Designer — Level 1 & Level 2
- EF SET English Proficiency — C2 Proficient
- Professional Diploma in Project Management
- Strategy First — Diploma in Business Management & Administration