

# PHONE PYAE NAING

UX/UI Designer | Product Designer

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## PROFESSIONAL SUMMARY

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UX/UI Designer and Product Designer with 3+ years of experience shipping consumer and enterprise digital products end-to-end across fintech, SaaS, music tech, and ERP platforms. Experienced in leading full product redesigns, building scalable design systems from scratch, and shipping user-centric products across web, mobile, and enterprise platforms. Strong in user research, interaction design, wireframing, prototyping, usability testing, information architecture, and accessibility. Proven ability to collaborate directly with C-suite, engineering teams, and junior designers in fast-paced product environments.

## PROFESSIONAL EXPERIENCE

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### TestFirst | UX Designer

Remote | Oct 2025 – May 2026

- **[Product UX]** Led end-to-end UX overhaul of the core test-automation product, rethinking interaction flows to ease QA engineers' transition from manual to automated testing workflows.
- **[Website Redesign]** Rebuilt 20+ page marketing website across all responsive breakpoints, modernizing brand presence and conversion-critical user flows.
- **[User Research]** Conducted user interviews, workflow analysis, and task-flow mapping with QA engineers 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 surfaces.

### Visible One | UX/UI Designer

Remote | May 2025 - Jul 2025

- **[AsDayOne ERP Design System]** Architected the design system for 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.
- **[HKU Website]** Overhauled the Hong Kong University website, modernizing information architecture and visual language while preserving institutional accessibility standards.

## Melo Music | Product Designer (Contract)

Remote | September 2023 - June 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.
- **[Usability Testing]** Ran moderated usability sessions on core flows including onboarding, playback, and subscription upgrade; translated findings into iterative redesigns and prioritized product backlog items.
- **[Marketing Website]** Shipped a responsive marketing website with animated interactions, improving accessibility, usability, and brand visibility through iterative testing cycles.

## Dinger | UX/UI Designer

Yangon, Myanmar | August 2023 – January 2025

- **[MTB Pay]** Owned end-to-end UX and UI for MTB Pay, a mobile payment app serving 300,000+ users at 73% post-launch satisfaction — covering money transfers, cash in/out, bill payments, banking, transaction history, and profile management flows.
- **[MTB Pay Agent]** Designed 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 specifications.
- **[Design System]** Built a scalable design system for the MTB Pay product suite covering components, design tokens, and interaction patterns — reducing design debt and accelerating feature rollout.

## EDUCATION

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### University of Greenwich, United Kingdom

2024 – 2025

Bachelor of Science (Hons) in Computing — First Class Honours

### NCC Education, United Kingdom

2022 – 2024

Level 4 and Level 5 Diploma in Computing

## SKILLS

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**Design Tools:** Figma, Framer, Adobe Creative Cloud (Photoshop, Illustrator, XD), Miro, Jira, Notion, Zeplin

**AI Tools:** Claude Code, Lovable, Bolt, UXPilot, Readdy

**UX Skills:** User Research, UX Research, Usability Testing, A/B Testing, User Interviews, User Personas, Journey Mapping, Information Architecture, Task Flow Mapping, Competitive Analysis, Stakeholder Management

**UI & Interaction Design:** Wireframing, Prototyping, Visual Design, Interaction Design, Responsive Web Design, Mobile App Design, Accessibility (WCAG)

**Design Systems:** Component Libraries, Design Tokens, Token Architecture, Documentation, Cross-platform Consistency, Handoff Specifications

**Collaboration & Process:** Cross-functional Collaboration, Agile, Scrum, Design Leadership, Mentoring, C-suite Communication, Engineering Handoff

## AWARDS AND CERTIFICATIONS

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- Winner, TechStars 2023 Startup Competition
- Google UX Design Professional Certificate
- UI/UX Design Specialization — California Institute of the Arts (CalArts)
- EF SET English Proficiency — C2 Proficient