

# MOHAMMED ALMUSTAFA

Product Designer

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## Portfolio

## EXPERIENCE

- Product Designer, Synaptic AI**

05.2026 — Present

Montreal, QC

Producing hi-fidelity prototypes passed on to the engineering team for an FHIR native Electronic Medical Record (EMR). Responsible for creating and maintaining the product’s scalable design system in Figma. Conducting user research with embryologists and doctors to map clinical workflows and identify pain points. Graphic designer for client-facing marketing materials.
- Associate Graphic Designer, Nakisa**

03.2025 — 03.2026

Montreal, QC

Increased responsibilities as a designer, including streamlining the company’s branding with use of artificial intelligence software and working more closely with the sales team on slidedecks and marketing materials to close deals. Performed on-site visits to clients to produce case studies and videos for the marketing team.
- Design Intern, Nakisa**

11.2024 — 03.2025

Montreal, QC

Responsible for assisting in the design of marketing content, including product pages, event materials, video advertisements, and Linkedin content. Performed A/B testing on web page designs to increase CTR for clients and ease usability.
- UX Design Intern, The Sync Report**

03.2022 — 06.2022

Remote

Assisted in improving the user experience of contents sent to a mailing list. Increased CTR by 28%. Performed A/B testing for CTA, timing and content format. Designed marketing material and motion graphics for social media.

## NOTABLE PROJECTS

- Product Designer, LUTi**

2024

UX/UI designer for grassroots tournament management software. Worked to streamline the end-user experience of an event for over 13,000 users. Head of design and branding for a grassroots esports organization. Completed all parts of the design process from research to high-fidelity prototypes.

## EDUCATION

- Concordia University**

11.2023

Montreal, QC

B.A Specialization Communication Studies

## SKILLS

- Software**

Figma, Sketch, Axure RP, Marvel, Adobe XD, Photoshop, Illustrator, After Effects, Premiere Pro, InDesign, Cinema 4D, Blender, Webflow
- Design**

Wireframing, prototyping, typography, web design, user research, user testing, interaction design, motion graphics, graphic design, UI/UX