

Nour Mohsen.

Product Designer (UX/UI)

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SUMMARY

Product designer who takes ideas from **user research** to **polished UI, prototypes, and working code**. Background in industrial design and communication design, with training in art direction, so I care how a product works, how it looks, and the story it tells. Most recently designed and built **Recall**, an AI memory app for iPhone now in public TestFlight beta.

EXPERIENCE

UI/UX Designer | OpenLab, City Tech (CUNY), New York, NY Sep 2025 - Dec 2025

- As an intern, redesigned a City Tech course website, turning user research into a clearer, more accessible interface for students.

Multidisciplinary Designer | Fydelity, New York, NY Jun 2025 - Aug 2025

- Summer internship: took 3 design projects from concept to production-ready files, including 30+ photos I shot and edited.
- Automated repetitive Adobe Illustrator production tasks with scripts, cutting manual work by about 40%.

UI/Graphic Designer | Art Beyond Sight, New York, NY Jun 2024 - Aug 2024

- Interned on the website redesign of a nonprofit serving minority communities; 1 of my 10+ Figma concepts was selected.

Graphic Designer | Brooklyn College (CUNY), New York, NY Jun 2024 - Aug 2024

- Summer internship on a five-person creative team, designing logos and report covers for 3+ institutional branding projects.

PROJECTS

Recall, AI Memory App (iOS) | Senior Capstone, Sole Designer and Builder | Figma, React Native, Expo 2025 - 2026

- Owned research, UX, UI, and build: surveyed 15 people, built 3 personas, and designed a high-fidelity Figma prototype.
- Ran a 1-month concept test tying daily events to real-world memory anchors; results shaped the "On This Day" feature.
- Shipped an iOS app in TestFlight beta: users log by text, voice, or photo; AI sorts it into Timeline, Tasks, People, Places.
- Designed confirmation patterns for AI: uncertain matches, like on-device face recognition, stay a "Name?" until confirmed.

Achiever, Gamified Employee Incentive Platform (Web) | Freelance Client Project | Figma

- Designed 26 high-fidelity admin screens across 6 modules on a reusable component system, with a PM and 3 developers.
- Streamlined approvals with inline Approve/Reject and a "Reupload Requested" status; designed a filterable team leaderboard.

SKILLS

User Research: Surveys, personas, and concept testing; turned 15 survey responses into the 3 personas behind Recall.

UX and Interaction Design: User flows, wireframes, information architecture, and accessibility for web and mobile apps.

UI Design and Figma: High-fidelity UI, component libraries, design systems, and clickable prototypes built in Figma.

Prototyping in Code: HTML, CSS, React Native, and Claude Code; built the Recall app and my portfolio, nourmohsen.com.

Visual and Brand Design: Typography, branding, art direction, and photography in Adobe Illustrator and Creative Suite.

3D and Industrial Design: SolidWorks, KeyShot, Blender, 3D printing, and laser cutting to model and prototype products.

EDUCATION

BFA, Communication Design | New York City College of Technology (CUNY) | GPA 3.9 Jan 2026

AAS, Industrial and Product Design, with Honors | LaGuardia Community College (CUNY) | GPA 3.7 Dec 2022

AWARDS AND CERTIFICATIONS

Awards: 2nd Place, AI Design Hackathon, Designpreneurs x City Tech (2026); GCSF Student Scholarship (2025, 2026)

Certifications: Certified SolidWorks Associate (CSWA), Dassault Systemes; KeyShot 11