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EXPERIENCE

Founder & Brand Designer at Pixel Mango

04/2024 – Present

Vancouver, BC

- Shipped complete brand identities for [Aizaan.store](#) and [Umbrella Interiors](#) by owning the full visual design pipeline solo, from logo design, typography, color, to deploying website using AI-assisted development.
- Established a reusable visual system - a Brand Kit, for each client by creating comprehensive Figma component libraries, type scales, and colour tokens upfront, allowing them to maintain visual consistency across all future design outputs / social media posts / marketing materials, etc.

Product Designer at The Kow Company

01/2024 – 01/2026

Dhaka, Bangladesh (Remote)

- Delivered production-ready UI mockups, icons, and illustrations across [Omnimage](#), [Retouched.ai](#), and [SentriMorph](#) with consistent visual quality across all product families by building and enforcing Figma-based design systems with reusable component libraries, reducing per-project component creation time and keeping visual language coherent from kickoff through final developer handoff.
- Produced data-informed design decisions across projects by feeding qualitative and quantitative research data into AI tools including Claude and ChatGPT for synthesis and pattern recognition, then applying those structured insights (demographics, user needs, pain points, journey map, competitor analysis, etc).
- Compressed design-to-development cycles on [SentriMorph](#) by using a Figma MCP pipeline with Cursor to extract 1:1 Tailwind CSS design tokens directly from design files, eliminating manual token translation and significantly reducing front-end implementation time without sacrificing visual fidelity.

UX UI Designer at Blueprint

10/2023 – 05/2024

Burnaby, BC

- Redesigned [Blueprint's website](#) and delivered polished UI mockups, visual assets, and marketing materials under tight timelines by applying rigorous design system standards and ensuring every deliverable met brand and hierarchy requirements without additional revision rounds.
- Increased accessibility compliance across product interfaces by proactively researching inclusive design best practices and applying WCAG-aligned colour contrast, type scale, and component patterns throughout the design lifecycle.

UX Researcher & Visual Designer (Intern) at Vancouver Coastal Health

09/2021 – 05/2022

Vancouver, BC

- Redesigned the internal clinical workflow portal serving 3,600+ healthcare staff at [Vancouver Coastal Health](#) by conducting user interviews and needs analysis across multiple staff cohorts, translating findings into accessible UI components built to WCAG standards that measurably reduced reported interface friction in follow-up testing sessions.

- Built end-to-end e-learning course modules for clinical staff training programs by designing and authoring interactive SCORM-compliant scenarios in Articulate Storyline, deployed through the VCH Moodle LMS, ensuring every module met healthcare compliance and accessibility requirements.
- Streamlined the clinical workflow portal redesign by collaborating closely with product managers and engineers to translate complex clinical requirements into clear, actionable interface specifications, eliminating ambiguity and reducing development time.

Graphic Designer at Google Developer Student Clubs

09/2021 – 05/2022

Burnaby, BC

- Drove increase in student engagement and built credibility of GDSC - SFU chapter by designing illustrations, banners, posters, flyers, social media posts, and other visual assets in alignment with Google's brand guidelines using Material Design Brand Kit in Figma & Adobe Illustrator.

UX Project Lead at SFU Surge

09/2020 – 08/2021

Burnaby, BC

- Validated core product decisions for a student productivity app by leading user interviews and usability tests with 10+ participants, surfacing insights that directly redirected the feature roadmap.
- Increased wireframe iteration speed across a cross-functional student team by translating research findings into clear design briefs, enabling faster alignment between designers and developers across each sprints.

PROJECTS

Maply

Enterprise SaaS Platform

- Designed and built [Maply](#), an AI-powered travel platform, end-to-end solo by designing the complete visual identity, UI, and map assets in Figma, and implementing the production codebase using Next.js 14, React, Tailwind CSS, TypeScript, and Supabase with integrated Gemini, Google Maps, and Stripe APIs.

Client Web Projects

[Aizaan.store](#) • [Ganachery](#) • [Umbrella Interiors](#) • [Can Cake](#)

Technical Tools & Web Apps

[Notes of Tomorrow](#) • [WebP Converter](#) • [ATS Resume Scorer](#)

TECHNICAL SKILLS

Visual & UI Design:	UI Mockups, Icons, Illustrations, Typography, Colour Theory, Layout, Hierarchy, Visual Composition, Motion Design, Accessibility & Inclusive Design (WCAG)
Design Systems & Prototyping:	Design System Standards, Reusable UI Components, High-Fidelity Interactive Prototypes, Figma, Adobe Creative Suite, Sketch, Material Design
UX Research & Strategy:	User Interviews, Usability Testing, Needs Analysis, Wireframing, User-Centered Design, Journey Mapping, Miro

Front-End Development:	HTML/CSS, React, Next.js, Tailwind CSS, TypeScript, WordPress CMS, Server-Side Rendering (SSR)
AI & Emerging Tech:	AI-Assisted Design (Cursor, Claude, Vercel v0, ChatGPT), Prompt Engineering, Generative AI Workflows, LLM API Integrations (Gemini API)
E-Learning & Collaboration:	Articulate Storyline, SCORM, Moodle LMS, Cross-functional Team Collaboration, Agile Workflows

CERTIFICATIONS

- [Microsoft: User Experience Design](#)
- [Microsoft: Project Management](#)
- [Google: Generative AI & LLMs](#)
- [StormHacks Canada: Top 3 Nationally](#)
- [Google Creative Exam Certified](#)

EDUCATION

Simon Fraser University 2018 – 2024
Bachelor of Arts in Cognitive Science (AI & Systems Focus)