Omar Bahlool

Digital Designer

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EDUCATION

Bachelor of Arts in Art & Design
UC Santa Cruz, Santa Cruz, CA
June 2023

RELEVANT SKILLS

UI/UX

Figma

Visual Design

Wireframing

User Research

Prototyping

2D Illustration

Storyboarding

Adobe Creative Suite

Clip Studio Paint

FL Studio

Blender

PROFILE

Designer skilled in ideating, conceptualizing, and transforming ideas into immersive product, web, print, and gaming experiences.

PROFESSIONAL EXPERIENCE

Content Creator   Sep 2021 – Present
KimaroArt – YouTube portfolio

- Built and grew an audience to 1,000+ subscribers and 300,000+ streams across YouTube, Spotify, and other major platforms.
- Producing and publishing animated music videos, overseeing the entire creative process from illustration, motion graphics, to video editing.
- Arranging and mixing original instrumentals, tailoring audio to match distinctive visual and emotional themes.
- Leading end-to-end creative direction, from storyboarding and asset design to final editing, using Clip Studio Paint, After Effects, and FL Studio.

UI/UX Product, Graphic, & Web Designer (freelance)   Nov 2021 – Present

Product UX/UI Designer for Enterprise SaaS application, Data Axle

- Generated enhancements to SaaS applications targeted at small-to-medium businesses owners.
- Conducted user research to determine target audience needs and pain points throughout the customer journey.
- Collaborated with other designers in solution brainstorming sessions and design reviews.
- Utilized Figma to create detailed wireframes, clickable prototypes, and high-fidelity mock-ups to visualize and communicate design concepts to internal stakeholders, including product managers, engineers, and sales stakeholders.

Graphic Designer for Infographic, Sumner Community Food Bank

- Generated enhancements to SaaS applications targeted at small-to-medium businesses owners.
- Conducted user research to determine target audience needs and pain points throughout the customer journey.
- Collaborated with other designers in solution brainstorming sessions and design reviews.
- Utilized Figma to create detailed wireframes, clickable prototypes, and high-fidelity mock-ups to visualize and communicate design concepts to internal stakeholders, including product managers, engineers, and sales stakeholders.

Illustrator for Pamphlet, East Bay Municipal Utility District

- Created characters and illustrations for use in printed pamphlets showcasing the importance of water safety.
- Illustrated a diverse set of characters of various ages and ethnicities engaging in everyday activities as well as associated backgrounds such as cityscapes, natural landscapes, and maps.
- Collaborated with the graphic design team to ensure that my illustrations aligned with the overall vision, seamlessly integrated into the pamphlet, and were delivered in a timely manner.