



Mustafa Ahmadov

UX/UI Designer • Product Designer

CONTACT

- mustafaahmadovdesign@gmail.com
- +994 55 416 02 45
- www.linkedin.com/in/mustafa-ahmadov-639388339
- ahmadovmustafa.com
- <https://www.behance.net/mustafaahmadov>

LANGUAGES

Azerbaijan	Native
English	B2
Turkish	Fluent
German	A1

EDUCATION

Azerbaijan Tourism and Management university

Bachelor's degree
Organization Of Tourism Business | 2021-2025

Azerbaijan Tourism and Management university

Master's degree
Hotel Management Business | 2025-2027

Emotix School

UX UI Design

PROFESSIONAL SUMMARY

UX/UI Designer with 1 year of experience creating user-friendly and visually appealing digital products. Skilled in turning ideas into functional designs while focusing on usability, consistency, and modern design trends.

AREAS OF EXPERTISE

- Web design
- Desktop/Web App Design
- Mobile app design
- Visual Identity
- UX Research
- Mobile App Design
- Vibe coding

TOOLS I USE

- Figma
- Adobe XD
- Notion
- Webflow
- Framer
- Crusor
- Claude ai

WORK EXPERIENCE

2025-2025

Founder

TripLight Startup

Designed and built the foundation of an AI-powered travel app that tailors experiences to users' interests and personality traits. Created the full mobile UI/UX design — including onboarding, navigation, and AI interaction flows. Developed the app's first working version using AI-assisted coding tools like Crusor. Collaborated with developers through both design and technical phases to deliver functional prototypes. Focused on crafting a clean, human-centered interface that enhances user trust and engagement.

2025-2025

UX/UI Designer

Birlab IT Company

Worked on 15+ web and mobile projects, contributing to end-to-end design processes. Collaborated with developers and product managers to improve user journeys. Created responsive design systems and prototypes to test usability.

2024 -2025

UX/UI Designer

Tusi Startup

Designed the end-to-end mobile app experience for a financial product. Conducted UX research and competitor analysis to identify user needs and pain points. Created wireframes, user flows, and high-fidelity prototypes in Figma. Collaborated closely with developers and marketing specialists to ensure smooth implementation. Helped the startup advance to the Top 8 out of 20 teams in an international competition.