

Personal Information

+389 71 735 326

cuffiemurllai@gmail.com

Sufjan Emurllai

sufjan.co

/sufjan

Portfolio

View portfolio

You can click on the link to see the portfolio or visit my personal website.

Primary design tool

I primarily use Figma to brainstorm ideas.

Create & define user flows then taking them to the next step.

Where I test different designs that best match the project.

Figma is where I do all of the UI designs from low to high fidelity.

Other tools

Photoshop
Image editing

Illustrator
Vectors

HTML
Web development

CSS
Web development

Jira
Development

Slack / Teams
Communication

Sony Vegas
Video Editing

Microsoft Suite
Variety of apps

Projects

inTime
Venue & Booking • iOS App2025

Ways2Go
National Bus App • iOS / Android2024

Portfolio.mk
Job Board • Webapp2024

Go Public Transport
Public Transit App • iOS / Android2023

Llaffe
Online Word Game • Webapp2021

Skills

User interface designUser experience design

Design systemsUser flowsPrototyping

Low fidelity designProduct Concept

User experience designUsability testing

Design systemsInformation architecture

User interface designWireframingSocial Media

TypographyLogo DesignBrand Identity

BrandingVisual DesignWeb Design

Graphic Design

About

Experienced User Interface / User Experience Designer with multiple years in the field, prioritizing professionalism and creativity to create sleek, user-friendly, and visually pleasing products. Proficient in Product Design & everything in range of UI/X design. Primarily using Figma & Adobe Suite.

University

University of Arts

Graphic Design - Bachelor

Tetovo, North Macedonia

2017

Langauges

English
Fluent

Albanian
Native

Macedonian
Conversational

Work Experience

Isa Consulting

Product Designer

Florida, USA

Full-time

March 2024

My role at ISA Consulting as a Product Designer brought similar tasks but with a larger scope. Now I have the opportunity to oversee, steer and follow development from start to finish.

Responsibilities for my role at ISA Consulting are:

• Product research

• Design strategy development

• End-to-end product design

• User interface design

• Design systems

• Usability testing

• Iterative design and prototyping

Work Experience

Tree of Life

UI/UX Designer

North Macedonia

Contract

December 2022

On assigned projects I handle UI/UX in a general manner; from user research to prototyping. I take part in most and sometimes all the parts of the product development cycle.

Responsibilities for my role in TOL - Tree of Life include:

• User research

• User interface design

• User experience design

• Wireframing

• Low-fidelity & High-fidelity design

• Information architecture

• User flows

• Prototyping

Work Experience

nd Business IT SEE

UI Designer

Pristine, Kosovo

Freelance

Jan 2023 - Jan 2024

Being part of a design team, my role was bringing to life already made low-fidelity UX flows — following design styles and brand book guidelines my responsibility was to match the aesthetic of the predefined theme of the product with the new features that were being added constantly. Designing the user interface of multiple branches of different websites, webapps and mobile apps that fell under the same umbrella.

Responsibilities for my role in nd Business IT SEE include:

• User interface design

• Responsive design

• Product design

• UI consulting

• Web design

Work Experience

TorstenLabs

UI/UX Designer

North Macedonia

Full-Time

Mar 2022 - Nov 2023

Researching strategies and creating a step by step action plan to be followed throughout the project. Figuring out the issues at hand that needed to be solved, analyzing the data that is gathered about the product, users and interactions to enrich the user experience. Creating userflows, information structure, wireframing then combining the aforementioned userflows and wireframes into the product with designs and prototyping done in Figma along side the animations. Using Adobe Illustrator for creating icons and other graphics used throughout the product and Adobe Photoshop for retouching photos to match the websites theme.

My responsibilities at Torsten Labs include:

• User experience design

• User interface design

• User research

• Visual design

• Wireframing

• Low-fidelity & high-fidelity prototypes

Work Experience

iLead

Graphic Designer

Bern, Switzerland

Full-Time

Jan 2024 - Apr 2024

At iLead I designed the layout of course materials including the graphic elements and the content arrangement used in brochures and in 200+ page course books and sent them for revisions and print. Besides that, my responsibilities also included dealing with all of the course event materials such as banners, badges, stationary documents all fitting the the brands guidelines of design. Lastly I created social media posts for LinkedIn and other social platforms.

My responsibilities at iLead include:

• Brochures

• Banner, badges, event materials

• Content Creation (Social Media)

• Creating Course Books (Graphic Design Elements, Layout, Content, Arrangement)

Work Experience

Cinesquare

Graphic Designer

North Macedonia

Freelance

May 2023 - September 2023

I designed posts for social media such as Instagram and Facebook based on upcoming movie releases together with banners for ads and the website.

My responsibilities at Cinesquare include:

• Content Creation

• Posters, banners & covers

• Social Media Management

Work Experience

Luma Graphic

Graphic Designer

North Macedonia

Full-Time

Jan 2018 - Mar 2023

I worked with clients to create visually appealing designs that met their criteria. I handled visual design, logo design, typography, and branding for print, digital, and advertising mediums. My role was to effectively express ideas and information visually. I also guided and assisted new employees and interns in strengthening their skills, understanding the applications we use, and understanding the design process.

Responsibilities for my role at Luma Graphic included:

• Logo design

• Branding & Identity

• Typography

• Content creation

• Posters, banners & covers

• Training new employees