



Han Ossef (They/Them)

UX/UI & Digital Product Designer

I'm a passionate **designer** that can bring innovative ideas and concepts to life.

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Amsterdam, NL

Experience

Binqy | CDO & UX-UI Designer

SEP 2023 - PRESENT

- Lead UX/UI Designer for Binqy, conducting user research and creating an engaging tool focused on preventing burnout through improved user experience and interface design.

HDS | UX-UI designer

JUL 2024 - PRESENT

- Freelance UX/UI & Digital Product Designer and Researcher.

IKEA Amsterdam | Senior Kitchen Designer

JUL 2014 - PRESENT

- 2020 - Present: Designing kitchen layouts tailored to customers' lifestyles, focusing on flow, materials, colors, and lighting.
- 2014 - 2020: Multi-skilled team contributor, leader and logistics coördinator (Utrecht, NL & Malmö, SE)

Artwell | UX-UI designer

JAN 2025 - SEP 2025

- Researched and designed a user-friendly management dashboard that optimized workflows and enhanced functionality.
- Conducted user research and designed an app that enabled users to easily find auctions matching their interests.

City of Amsterdam | UX-UI designer

AUG 2023 - JUNE 2024

- Worked on a DEI (Diversity, Equity, and Inclusion) project. I managed the entire project, which involved extensive research, conceptualization, testing, and implementation.
- Responsible for creating and maintaining the design system during the redesign of a school attendance platform, as well as conducting user testing to validate the UX design.

Usmedia | Developer & Digital designer

FEB 2022 - NOV 2022

- As a Frontend Designer, I helped deliver digital experiences for mission-driven organizations, including Amnesty International and SOS Kinderdorpen.
- Using tools like HTML, CSS, JavaScript, Angular, and Twig, I focused on building accessible, maintainable, and user-centered interfaces.

Education

Amsterdam University of Applied Sciences

2020 - 2024

Bachelor of Applied Science -
Communication and Multimedia Design
Graduated with honors.

Amsterdam University of Applied Sciences

2022 - 2023

Minor · User Experience
Minor · Applied Game Design

Certificate

Accessibility (Bartiméus)

2022

Masterclass: Designing for diversity

Skills & Languages

Design tools that I like to work with

Figma · Adobe Creative Clouds

Skills

UX/UI Design · User Research ·
Information Architecture · Interaction
Design · Usability Testing · Problem-
Solving · Visual Design · Prototyping ·
Responsive Design · Design Systems ·
Wire-framing · Analytical Skills · Software
Proficiency. · Branding

Languages

Dutch · Native or bilingual proficiency
Syriac · Native or bilingual proficiency
English · Full professional proficiency