Mahmoud Othman

Senior Product Designer

Skills

- Strategic design thinking
- Cross-functional collaboration
- Developer experience (DX) design
- Crash reporting & observability
- Design systems at scale

Education

2015 - 2019

Bachelor's degree, Accounting

Suez Canal University

Languages

English
Full professional proficiency

Arabic
Native or bilingual proficiency

Contact

- 📞 +02 01099450558
- ✉️ Othman.artwork@gmail.com
- 🌐 Othman.work

About Me

I'm a problem solver with 13+ years designing products, at Luciq (Instabug) helping developers catch and fix crashes faster. Before that, I built digital experiences at Code95 for businesses across industries.

I focus on bridging the gap between user needs and technical constraints, creating tools that feel intuitive even when solving complicated problems.

Experience

- **Luciq/Instabug (2017 to 2026 - 9 years):**
  Senior Product Designer · Full-time

  - Conduct user research and gather feedback to understand user needs and pain points, integrating these insights into the final design.
  - Collaborate with stakeholders to design features such as third-party tools and an alerting system, session replay, repro steps, filters, logs, analytics and insights, onboarding experience, and reporting category.
  - Designed consistent, intuitive, and user-friendly interfaces for bug reporting, crash reporting, in-app chats, and pricing iterations.
  - Collaborate with cross-functional teams to design and enhance the user experience of the Instabug mobile SDK that allows users to report any type of issues on different mobile platforms.
  - Collaborate closely with engineering teams to ensure the feasibility and implementation of the dashboard and SDK features, providing detailed design specifications and documentation.
  - Implemented force restart and app hang solutions to significantly enhance app hangs and greatly improve the overall user experience.
  - Participate in launching a UI audit. Work with the team to formulate a design system designed for quicker implementation and superior lifecycle management.
  - Iterated on the design based on user testing, feedback, and analytics, continuously improving the effectiveness and usability of the product.

- **Code95 (2014 to 2017 - 2 years):**
  UI/UX Designer · Full-time

  - Owned UI/UX design for web and mobile projects across e-commerce, corporate, and service-based clients.
  - Designed responsive cross-device experiences, translating client requirements into functional prototypes and production-ready interfaces
  - Partnered with development teams to ensure design feasibility and smooth handoff from concept to implementation.
  - Led multiple concurrent client projects in deadline-driven environment, balancing stakeholder expectations with user experience goals