## Content

All projects are under NDA, so, certain details—
including company branding, proprietary
information, and sensitive data—have been
blurred or generalized for confidentiality.

While I can remove the blurs and share a limited
version with minimal details, I am unable to
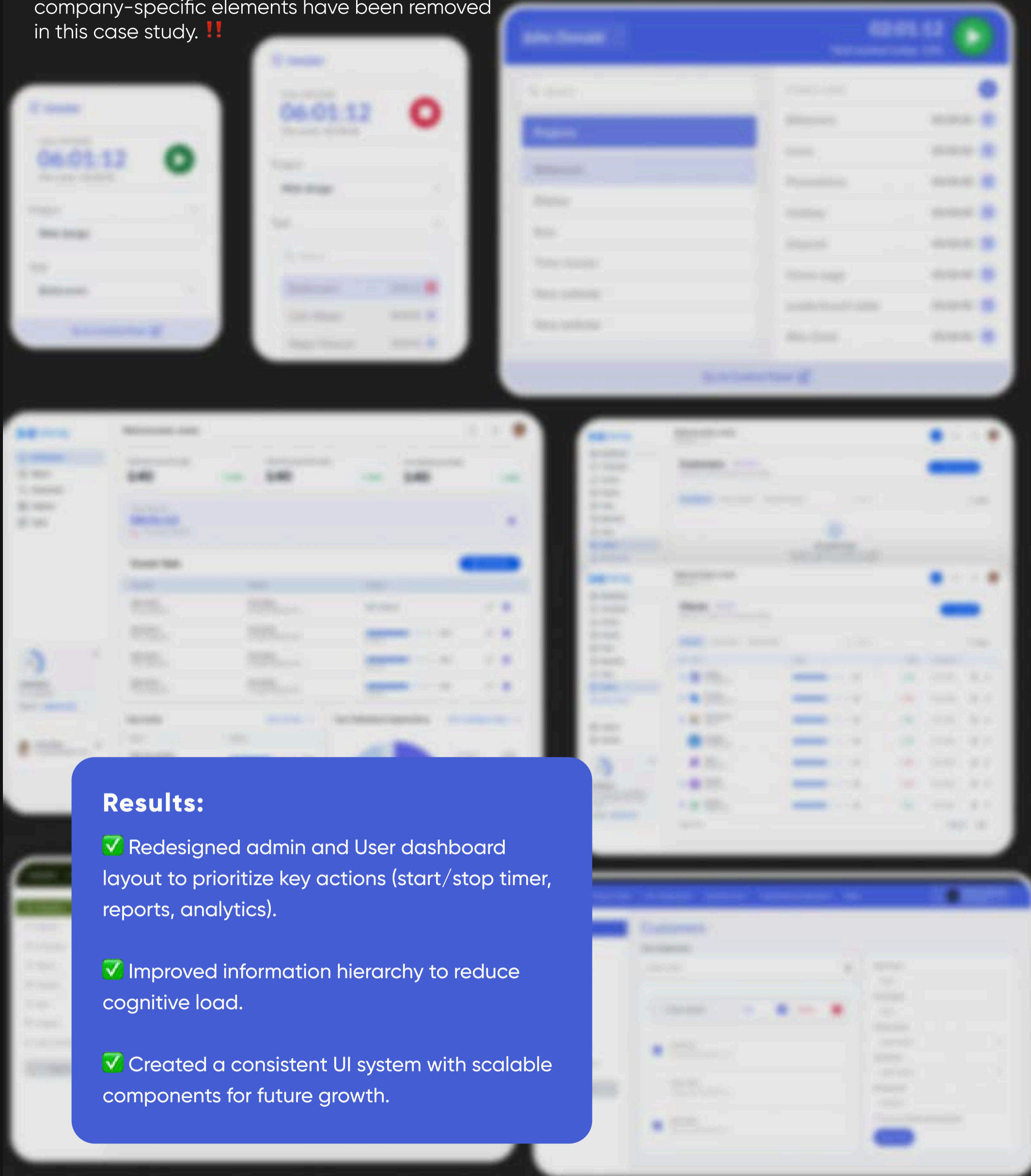publicly display the full projects.

If you require full access to the unblurred projects,
please reach out via email, and I can provide
access within the constraints of the NDA.

injimammadli@gmail.com
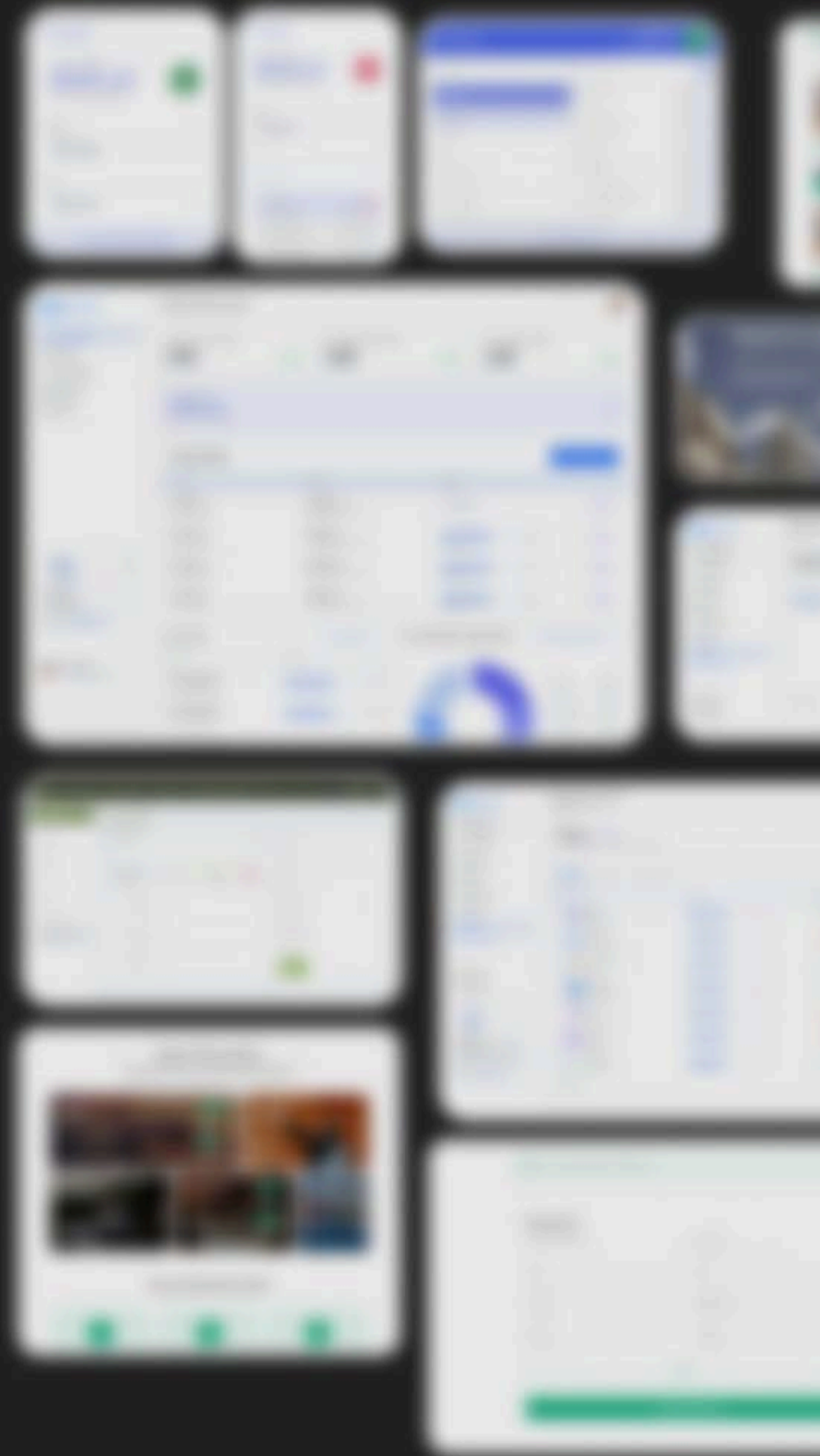
‼️ To maintain confidentiality, all branding and company-specific elements have been removed in this case study. ‼️

Results:

✅ Redesigned admin and User dashboard layout to prioritize key actions (start/stop timer, reports, analytics).

✅ Improved information hierarchy to reduce cognitive load.

✅ Created a consistent UI system with scalable components for future growth.

Enterprise Time-Tracking Tool

UX/UI Designer - Full time - contract

Background

During my time at ███████ one of the projects I worked on was the UI/UX redesign of Timetrack, a **web-based time-tracking tool (internal system)** designed for remote teams and freelancers to efficiently manage their work hours.

I was **part of a team** of three UX/UI designers, collaborating to improve the dashboard's usability, navigation, and visual hierarchy.

Problem: The previous dashboard had a cluttered layout, making it difficult for users to track time entries and navigate key actions:
  · Too many steps to start/stop a timer.
  · Difficult navigation between time logs, reports, and analytics.
  · Confusing UI elements that slowed down task execution.

Goal: To simplify navigation and create a more intuitive, we structured UI for better usability.

Users: The primary users were remote teams, freelancers, and project managers.

Activities:
UI Audit & Problem Identification, Wireframing, High-Fidelity UI design.

Travel Booking Website Design

**Marcode Agency (Azerbaijan) - Project Journeed
UX/UI Designer - Freelance**

Background
Between March 2024 and August 2024, I worked as a
freelance UX/UI designer at Marcode Agency (Azerbaijan).

One of the key projects I was a comprehensive travel
booking platform, designed to help travelers book full trips,
hotels, taxis, and various travel-related services.

I was part of a design team of 4, where we worked
collaboratively on design documentation and UI visuals to
create a structured and intuitive user experience.

My specific contributions included:
- Designing the Product, About, Booking, Payment, and
  Promotions pages.
- Editing and refining other pages to maintain design
  consistency.
- Creating user flows and defining information hierarchy.
- Organizing components and styles.
- Developing the responsive mobile version.

Other Activities:
Beyond this project, I also worked independently on other
assignments, designing landing pages for clients in
insurance, marketing, and other industries. These projects
focused on conversion-driven layouts, visual consistency,
and brand alignment.

Results:

✅ Improved Booking & Payment Experience

✅ Consistent UI System

✅ Enhanced Information Hierarchy

✅ Fully Responsive Design – The website
was optimized for mobile

View live site: https://azercosmos.az/en

Azercosmos Website

UX/UI Designer – Contract – 2 months

Overview:
I worked as a contract UX/UI designer at Azercosmos, contributing to the final UI design, documentation, and handover of the company's main website, which serves as a hub for publishing events, news, and organizational information.

This was a large-scale project with over 15 team members, including an outsourced global design team and internal developers.

My specific contributions included:
- Collaborating with a team and developers to refine UI and ensure implementation
- Acting as a bridge between the global design team and local developers, ensuring clear communication and design alignment.
- Collecting user feedback from the local audience, leveraging my language and cultural familiarity to inform design improvements.

This was a short-term contract role focused on finalizing the UI, preparing documentation, and ensuring a smooth handover before launch.

My Impact and Results:
- Successful Website Launch
- Stronger Developer-Designer Collaboration
- Locally Informed Design Decisions