Elnur Aliyarov
UI/UX Designer

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Tools

Figma
Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe After Effect
Adobe XD
MS Office

Skills

UI/UX
Illustration
Logo Design
Creative Design
HTML
Photography
Motion Design

Research

Wireframe
Prototyping
User Flow
Customer Journey Map
A/B Testing

Collaboration

Communicative
Problem-solving skills
Detail-oriented
Team Player
Working on your own
Ability to work under pressure

Languages

Azerbaijani
Turkish
English
Russian

Conferences

CONFIG- A Global Design Conference By FIGMA

21-22 June - San Francisco USA

Experience

Freelance Visual Designer / Softway

Sugar Land , Texas, USA   *Apr 2023 - Present*

- Created mockups of mobile app features with Figma
- Applied best practices in typography to make visual designs more appealing
- Used Adobe Photoshop, InDesign, Illustrator, and other design software to create mobile app layouts and animations
- Collaborated with the UX designer, UI designer, and other design professionals to achieve team goals
- Selected appropriate fonts, shapes, and other design elements for new apps

UI/UX Designer / Pergoroof

San Jose, California, USA   *Jan 2021 - Jun 2023*

- Designed UI elements such as input controls, navigational components and informational components
- Redesigned Company's Website, such as main menu pictures and existing blocks, created concepts and prototypes.
- Redesigned header menu and shared new design ideas for gallery
- Participated A/B testing to understand which elements, content, and colors impact user behavior
- Compared with the old version, the new platform had less bounce rate and better client satisfaction.

UI/UX Designer / Propaganda Agency

Baku, Azerbaijan (Remote)   *Sep 2019 - Dec 2020*

- Created UX design artifacts such as personas, wireframes and flowcharts, experience maps etc.
- Designed UI artifacts including layouts, interaction design, UI elements, icons and animations
- Worked with project managers to plan projects for effective delivery while maintaining high standards for design
- Created UI designs/prototype interaction designs including user interaction models, information architecture, wireframes and screen flows for multiple channels, such as smart phone, tablet and desktop

UI/UX Intern / Skelia Agency

Los Altos, California, USA   *Feb 2019 - Aug 2019*

- Designed product packaging and worked on UI development for web/mobile
- Developed mockups and rapid prototyping of mobile applications and websites, working within and in addition to a style guide
- Created different concept designs mobile and web version in Figma
- Delivered light and dark mode concept designs for mobile app

Education

- **UI/UX Designer**   *Jan 2018 - Jul 2018*
  Code Academy

- **American Studies**   *Sep 2009 - Jun 2013*
  Khazar University
  Baku, Azerbaijan

Certifications

- **Graphic Design Masterclass**   *Feb 26, 2023*
  Udemy

- **Principles of UX/UI Design**   *Dec 11, 2022*
  Meta

- **Foundations of UX Design**   *Nov 18, 2022*
  Google

- **Figma for UX Design**   *Oct 2, 2022*
  LinkedIn

- **Getting Started in User Experience**   *Oct 22, 2022*
  LinkedIn