

SADAF

AZIZI

UI & UX Designer



PROFILE

UI/UX Designer with 2+ years of professional experience delivering user-centered digital products for mobile and web platforms. Proven ability to lead end-to-end design processes—from research and ideation to high-fidelity UI and design systems. Experienced in bilingual (English & Persian) product design and remote collaboration with international teams. Passionate about creating intuitive, scalable, and business-driven user experiences aligned with global UX standards.



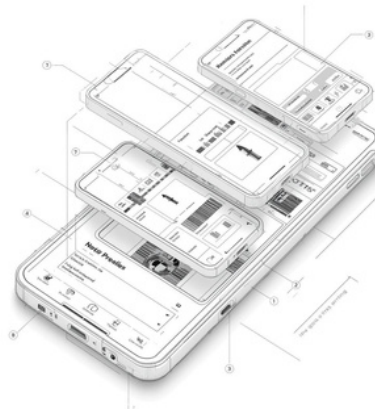
EXPERIENCES

Sky Teams

UI & UX DESIGNER

Jul, 2025– Present

- Led end-to-end UI/UX design for Mizban Food Application, a real-world food discovery platform
- Designed the complete product experience from concept to final UI delivery
- Conducted user research and translated findings into personas, user journeys, and design decisions
- Produced wireframes, interactive prototypes, and a scalable design system
- Designed and localized the full application in English and Persian
- Ensured usability, accessibility, and responsive behavior across devices
- Collaborated remotely with cross-functional stakeholders



TOOLS SKILL



Figma



Animation



Photoshop



iconographic



UI & UX SKILLS

- User Research & Insight Synthesis
- Personas & User Journey Mapping
- Information Architecture
- Low & High-Fidelity Wireframing
- Interactive Prototyping
- Usability Testing & Iteration
- Design Systems & UX Documentation
- Mobile App & Web Design
- Responsive & Adaptive Design
- Design Systems & Component Libraries
- Typography & Color Theory
- Iconography & Visual Hierarchy



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SELECTED PROJECTS

MIZBAN APPLICATION

Food Discovery Mobile Application

ROLE : LEAD UI/UX DESIGNER

TOOLS: FIGMA, FIGJAM, PHOTOSHOP

- Designed a full-featured mobile application focused on restaurant discovery and food exploration - Owned UX research, user flows, wireframing, prototyping, and final UI - Delivered a complete bilingual design system.

MONEY MANAGER

An amazing app for tracking expenses

ROLE : UI/UX DESIGNER

TOOLS: FIGMA, FIGJAM, PHOTOSHOP

- In this project, I designed a ticket booking app with a focus on speed and ease of use. My goal was to make searching, choosing, and booking tickets as simple as possible. I organized the information clearly and reduced extra steps in the booking process. The design works well on both mobile and desktop, helping users complete their bookings faster and with less effort.

TICKET BOOKING

Great application to find best flights and tickets

ROLE : UI/UX DESIGNER

TOOLS: FIGMA

- I designed a simple and user-friendly ticket booking mobile application that works smoothly on different screen sizes. The design focuses on clear navigation, clean layouts, and easy steps to search, select, and book tickets. I used a modern color palette and readable fonts to make the experience comfortable and trustworthy. The app clearly shows ticket details, schedules, and prices, helping users complete their bookings quickly and confidently. My main goal was to create a smooth and efficient experience that saves users time and makes booking tickets easy and enjoyable.

