Shamim Karimi

Curriculum Vitae

Experience

May 2020 – present **Product Manager**, Wooga, Berlin, Germany.
Worked closely with the Product Director to develop an innovative F2P puzzle mobile game, from production phase to global launch.
Managed the research, ideation and development of key features, in collaboration with the engineering, design and art teams.
Regularly presented the impact of new and existing features, and ran ad-hoc live-data investigations.
Conducted qualitative user research which led to identifying and eliminating pain points in the user experience.
Designed, implemented and monitored A/B tests, one of which helped decreasing the churn rate significantly.
Improved existing testing processes by incorporating technical knowledge into content QA.
Supported design iterations by creating prototypes and conducting usability interviews.
Monitored the market to identify trends and opportunities amongst direct competitors.

Oct 2019 – Apr 2020 **Production Intern**, Wooga, Berlin, Germany.
Built strong foundations for product management expertise by being actively introduced to every domain involved in the process of production.

Jan 2019 – Aug 2019 **Android Developer**, Itonics, Berlin, Germany.
Supported the development of a B2C mobile application.

Jun 2018 – Sep 2018 **User Experience Researcher**, Cafebazaar Co, Tehran, Iran.
Designed an extensive research participant recruitment flow for a C2C/B2C sales platform.

Jul 2016 – May 2017 **Research Assistant**, Ambient Intelligence Laboratory, Tehran, Iran.
Supported the design and development of a pervasive game by implementing user activity tracking methods and user interactions with smart objects.

Jun 2014 – Feb 2016 **Java/Android Developer**, Rahnema Co., Tehran, Iran.
Contributed to the development of several mobile applications in various domains such as education, social media, and entertainment.

Education

2018–2020 **M.Sc. in Multimodal Interaction**, Technical University of Berlin, Berlin, Germany.

2017–2018 **M.Sc. in Human-Computer Interaction and Design**, Paris Sud University, Paris, France.

2017–2019 **Innovation & Entrepreneurship Minor**, EIT Digital Master School.

2012–2017 **B.Sc. in Computer Engineering, Software Major**, Sharif University of Technology, Tehran, Iran.

Skills

Design Techniques: User Study, User Interpret, Storyboard, Brainstorming, Design Concept and Design Alternatives, Design Walkthrough, Experiment Design

Programming: Java, Android/AndroidWear, JavaScript, SQL

Web Tools: Angular, React, HTML, CSS

Design Tools: Adobe Photoshop, Adobe XD, Blender, ProtoPie

Other: Git, Unity, R, Firebase

Languages

Persian: Native. **English:** Fluent. **French:** Basic