

Parichehr Talebzadeh

User Experience Designer in Iran

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/Parichehr-Talebzadeh

ME

As a Designer,

I help companies, startups, and businesses to analyze, design, redesign or improve the user experience & user interface of their Digital Products.

I tend to focus on designing intuitive and innovative solutions for web, mobile, and desktop applications.

I communicate with stakeholders and development teams using well-structured wireframes and high-fidelity prototypes. Also, Optimize existing user interface designs based on the design system. Designing is my passion and I love it the most. The hunger to learn more and do better has helped me stay outside of the box and fresh.

Experties

- User experience design
- User interface design
- Design system
- Usability testing
- Responsive design
- Product design
- Information architecture
- Figma
- Adobe XD
- Agile
- UX research
- User flows
- Mockups
- Prototyping

Personal values

- Communication
- Presentation
- Responsibility
- Crisis management
- Prioritization and time management
- Collaboration
- Curiosity
- Innovation
- Dedication
- Teamwork

Language

- English (Professional)
- Persian (Native)
- German (Begginer)

Experience

User Experience and Interface Designer | Freelance | Apr 2021 - Present · 1 yr 8 mos (Isfahan, Iran)

I started in a designer role working in a team of designers and developers in an independent studio called "30 Tech" for 3 projects and

- Managed a process to improve and consolidate end-to-end service processes.
- Gained the confidence to plan, manage, and design an entire product and see the result. I maintained to complete 6 more projects after that time.
- Experienced many independent projects in a team and individually, had the chance to work on many projects in a short time of 2 years, some from scratch, some redesigned, and in most of them, I collected experience in both user experience and user interface design.
- Also it was a honor to redesign the educational ERP system (Golestan) of the universities as my final project in the university, and maintained to improve the user experience by average percentage of 19.

Product Designer | Connect to WOW · Full-time | May 2021 - Sep 2022 · 1 yr 5 mos

"WOW" was an enterprise for the Oil industry in Canada, a plenary platform to answer all the needs.

- Teamwork as a true event happened to me in this firm, I believe we get there sooner and better as a team..
- I learned agile and scrum, company discipline, and order.
- Also Redesigning and developing an entire design system in a time of 6 months, taught us a lot of things about user interface like fundamentals and instruction of the design system (Atomic design concept) and the usage of each element and part of it, to avoid many mistakes in the future.

User Experience Designer | Living Maples · Contract | Feb 2021 - Apr 2021 · 3 mos

"Living Maples" is a reminder mobile app for +60 elderly in Canada.

- We realized their limitations and tried to predict their behavior, analyze the data and wireframe, and design a useful mobile application.
- Responsive layouts, User flow and site mapping, interactions and prototyping, and usability testing concepts were first introduced to me in this project.

UI Designer | Goalearn · Internship | Nov 2020 - Feb 2021 · 4 mos (Isfahan, Iran)

An internship duration at this institute was an opportunity for me to find my passion in specialization of design and grow a great network of people around me.

I perceived gestalt rules and psychology of colors, the concept of accessibility and limitations, and used some UX tools to get to the basic UI designs.

Education

Art University of Isfahan | Bachelor's degree · Industrial Design | Aug 2017 - Aug 2022 · 5 yrs

- The basic concept of design in many aspects.
- All different kinds of Labs (Like working with materials, sketching, and 3D modeling) to find our passion.
- Working with different methodologies and tools of design.

University of Isfahan | Mathematics | Aug 2014 - Feb 2016 · 2 yrs

During this time of my education in mathematics, I got familiar with statistics and data, how to analyze them, how to predict through them, and more importantly created a logical function in my brain so I can use it besides art.