

AMIR GHORBANI

I am a UX/UI designer with over 3 years of experience specialising in data-driven design methodologies for diverse digital interactive platforms.

I specialise in creating innovative designs for websites and apps using design software like Figma, XD, and Adobe Suites, as well as virtual and augmented reality technologies using Unity. I am also trained in developing UI with HTML, CSS, Javascript, and C#.

Through my in-depth knowledge of human-centred design principles, design software, and programming, I am proficient in delivering unique solutions for every stage of the design process.

I have extensive experience working on projects focused on speculative, service, and information design solutions.

In 2020 I was honoured with a nomination for the prestigious Creative Conscience Award for developing an app to promote well-being.

UX/UI Designer - (VR Experience Designer)

WeezyVR, London

July 2022 - Present

The world's first interactive virtual reality travel app:

- I enhanced the overall user experience through multiple rounds of design and testing the user journey.
- I designed and implemented engaging user interfaces using Adobe XD, Figma, Blender, Unity, and c#.
- I brought to life a unique and enjoyable virtual travel experience that set WeezyVR apart from traditional travel platforms.
- As part of the WeezyVR team, I attended the Consumer Electronics Show (CES) in 2023, where we showcased our groundbreaking virtual reality travel app to a global audience.

UX/UI Designer

Assurium

Oct 2020 - June 2022

Assurium is a distinguished and autonomous information technology service firm. As part of a team of experienced UX/UI designers at Assurium:

- I led the initial concept discovery, ideation, wireframing, prototyping, usability testing, and execution of the final designs (websites and apps).
- I composed tenders and bids for clients, including Yorkshire Housing and Richmondshire.

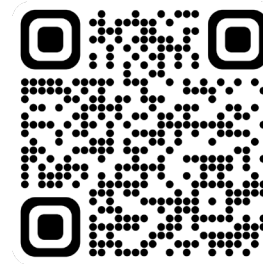
Technical Prototyping

Ravensbourne University London

Sep 2021 - Dec 2022

I worked as part of the prototyping team to ensure production remained on schedule.

- I utilised 3D modelling software to design builds sent to 3D printers, laser engravers, etc.
- I collaborated enthusiastically with community members, students, faculty, and staff.



EDUCATION

BA (Hons) UX/UI Design

Ravensbourne University

2020 - 2023

SKILLS

Data Visualisation

Speculative Design

Service Design

UX/UI Design

User Research

Rapid Prototyping

Usability Testing

Design Thinking

Communication Design

Human-centred Design

System Thinking

ChatGPT Prompt Engineering

Midjourney Prompt Engineering

SOFTWARE

Figma

Unity

Adobe Suite

Adobe XD

Fusion 360

Blender

PROGRAMMING

C#

JAVASCRIPT

HTML

CSS

AFRAME

AR.JS

PODCAST

Co-hosting 'Ghorbani Effect,' a Farsi language podcast about AI