

AMIR GHORBANI

I am a UX/UI designer specialising in data-driven design methodologies for diverse digital interactive platforms.

My expertise includes creating innovative designs for websites, apps, and virtual and augmented reality technologies. 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 possess extensive experience working on projects focused on speculative design, service design, 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

In WeezyVR, 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, and Unity.
- I brought to life a unique and enjoyable virtual travel experience that set WeezyVR apart from traditional travel platforms.

UX/UI Designer Assurium Oct 2020 - June 2022

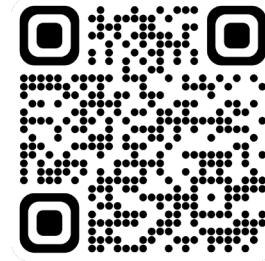
Assurium is a distinguished and autonomous information technology service firm. As part of a team of experienced UX/UI designers at Assurium:

- I was responsible for leading the initial concept discovery, ideation, wireframing, prototyping, usability testing, and execution of the final designs (websites and apps).
- I was responsible for composing 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 with community members, students, faculty, and staff enthusiastically.



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

SOFTWARE

Figma
Unity
Adobe Suite
Adobe XD
Fusion 360
Blender

PROGRAMMING

C#
JAVASCRIPT
HTML
CSS
AFRAME
AR.JS