

AMIR GHORBANI

ABOUT ME

As a highly skilled and motivated UX/UI designer, I specialise in data-driven design for various digital platforms, including websites, virtual reality, apps, and publications.

With a UX/UI design background from Ravensbourne University London, I have honed my creative abilities in a challenging and dynamic environment. I approach each project with a passion for both the design process and the outcome, and I am dedicated to advancing my career in this field. With my innovative and technical skills and strong organisational and interpersonal abilities, I am confident working collaboratively with creative teams to bring visions to life and improve the world through design.

UX/UI Designer - Virtual Reality

WeezyVR, Switzerland, Remote

July 2022 - January 2023

As a seasoned UX/UI designer, I bring expertise and passion to creating cutting-edge virtual reality experiences. My work on WeezyVR, the world's first interactive virtual reality travel app, showcases my ability to design and implement engaging user interfaces that enhance the overall user experience. By working closely with Unity and C# developers on the backend, I brought to life a unique and enjoyable virtual travel experience that set WeezyVR apart from traditional travel platforms.

Technical Assistant 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.

UX/UI Designer

Assurium

Oct 2020 - June 2022

Assurium is an independent information technology service company. At Assurium, I was the UX/UI designer. I led initial concept discovery, ideation, wireframing, prototyping, usability testing and execution of the final design. I am experienced in writing successful tenders and bids for clients such as Yorkshire Housing and Richmondshire.

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

Adobe Suite
Adobe XD
Figma
Fusion 360
Blender
Unity

PROGRAMMING

HTML
CSS
JAVASCRIPT
C#
AFRAME
AR.JS