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 VR Experience Designer

WeezyVR, London July 2022 - Present

As a 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. 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 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 wrote successful tenders and bids for clients such as 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