

AMIR GHORBANI

ABOUT ME

I am a UX/UI/VX designer specialising in data-driven design for websites, virtual reality, apps, digital products, and publications.

Studying UX/UI design at Ravensbourne University London has strengthened my creative personality in a dynamic and challenging environment. I am now on a path that allows me to utilise my creativity and resourcefulness.

I enjoy the design process as much as the final product, and I would like to develop my career in the UX/U design field. I am innovative, technical, organised, approachable, energetic and ambitious. I enjoy working with creative people and finding the best ways to deliver our visions to different audiences and improve our world.

UX/UI Designer - Virtual Reality

WeezyVR, Switzerland, Remote

July 2022 - present

Weezy VR is the very first interactive virtual reality app for travel. Unlike all other travel platforms, Weezy VR makes it fun to discover a virtual trip around the world. I work closely with backend Unity and C# developers in Weezy VR to design and implement UI for a pleasant virtual reality travel experience.

Technical Assistant Prototyping

Ravensbourne University London

Sep 2021 - Dec 2022

I work as part of the prototyping team to ensure production remains on schedule. I am capable of utilising 3D modelling software to design builds to be sent to 3D printers, laser engravers, etc. I can work collaboratively with community members, students, faculty and staff invitingly and encouragingly.

UX/UI designer - Part-time

Assurium

Oct 2020 - June 2022

Assurium is an independent information technology service company. At Assurium I am the UX/UI designer. I lead 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 website design.

EDUCATION

BA (Hons) UX/UI Design
Ravensbourne University
2020 - present

Civil Engineering (BS)
University of Karaj (Iran)
2003 - 2008

SKILLS

Data Visualisation
Front-end Development
Coding
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
ARJS