



AMENEH YAZDANI

UI/UX designer

CONTACT INFO

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Portfolio: amyazdani.github.io

SKILLS & TOOLS

Disciplines

User Interface (UI) - Visual - Interaction Design - User Experience (UX) - User Research - Information Architecture

Methods

Surveys - User Interviews - Qualitative & Quantitative Research - Comparative & Competitive Analysis - Affinity Mapping - Heuristic Evaluation - Card Sorting - Persona Creation - SWOT - Feature Prioritization - A/B Testing - Usability Testing

Deliverables

Wireframes - Interactive Prototype - Responsive Design - High Fidelity Design - Journey Maps - Storyboard Scenarios - User/Task Flow - Site Maps - Visual Style Guides - UX Research Reports

Software

Figma - Adobe Illustrator - Adobe Photoshop - Figjam - Penpot - Miro - Unity - Microsoft Office - Canva

LANGUAGE

- English
- Persian

EDUCATION

UI/UX DESIGN BOOTCAMP

UXLand

Jan 2023 - Jan 2024

Bachelor of Architecture

University of Science and Culture

OCT 2015 - Jul 2020

ABOUT ME

I am a **UI/UX designer** who is passionate about creating efficient, simple and meaningful experiences. My education in **architecture** and my work experience as a **software tester** have taught me how to use design thinking and user research to solve complex problems. I also know how to evaluate the performance and quality of **digital products** and communicate with the **development team** to provide feedback and suggestions.

EXPERIENCE

UI/UX DESIGNER

*thisApp . Oct 2022 - Present

Redesign of a website and app for budget management and cryptocurrency expansion.

UI/UX DESIGNER

Ecokiddo - UXLand School . May 2023 - Jul 2023

Designed a sustainable e-commerce website for selling children's clothes up to eight years old.

UX DESIGNER

Kish Takhfif - UXLand School . Mar 2023 - Apr 2023

Redesigned the Kish Takhfif website with a focus on UX design principles.

UX DESIGNER

Golden Dream - UXLand School . Feb 2023 - Mar 2023

Designed a task for a website that accepts custom gold order and builds them.

SOFTWARE TESTER

Pendulums . Jun 2018 - Oct 2021

The product is a web and mobile application for time management.

- I was responsible for testing the functionality, usability, and performance of the product.
- used various tools and techniques to identify and report bugs, errors, and defects.
- Collaborated with the developers and the designers to ensure the quality and reliability of the product.