



AMENEH YAZDANI

UX/UI Designer

ABOUT ME

I am a **UX/UI 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 effective feedback and suggestions.

EXPERIENCES

UX/UI Designer | [*ThisApp](#) | Oct 2022 - Present

Redesign of an app and website for budget management and spreading cryptocurrency.

UX/UI Designer | [Ecokiddo](#) - UXLand School | May 2023 - Jul 2023

Designed an online store for selling children's sustainable clothes up to eight years old.

- Working in multidisciplinary teams, understanding the importance of effective communication, time management, lead challenging situations and teamwork.
- I realized that designing is not just about my own perspective, but about putting the users' needs first. As a result, I am able to approach problem solving from various perspectives.
- I understand how important it is for a project to stick to design principles.

UX Designer | [Kish Takhif](#) - UXLand School | Mar 2023 - Apr 2023

Resigned a website that offers discounts for buying tickets for various recreational activities in Kish Island, Iran.

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 & Commenta | Jun 2018 - Oct 2021

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

Commenta: The product is a mobile application for sharing opinions about different products.

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

CONTACT INFO

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[Portfolio](#)

[Linkedin](#)

SKILLS & TOOLS

Disciplines

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

Methods

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

Deliverables

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

Softwares

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

LANGUAGES

English

Persian

EDUCATION

UX/UI Design Bootcamp

UXLand

Jan 2023 - Feb 2024

Bachelor of Architecture

University of Science and Culture

OCT 2015 - Jul 2020