

ARASH ABEDIN

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EDUCATION

MULTIMEDIA DESIGN

KEA - KØBENHAVNS ERHVERVSAKADEMI

2009 - 2011

(Academic Profession) 120 ECTS

DIGITAL CONCEPT DEVELOPMENT

EASJ - ERHVERVSAKADEMI SJÆLLAND

2013 - 2015

(Top-up Bachelor) 90 ECTS

WORK EXPERIENCE

FRONT END DEVELOPER

QATOR A/S

WWW.QATOR.COM

2015 - PRESENT

ROLES

GRAPHIC DESIGNER

UX/UI DESIGNER

WEBSITE DESIGNER AND DEVELOPER

ART DIRECTOR

VALO TV

<http://www.Valo.tv>

2014

ROLES

- AD duties unifying Nordic culture materials for visual promotion products.
- Development of illustrations to website and interactive presentations.
- Development of motion graphics e.g. video / live event themes.
- Research to identify Nordic diversity and bridge intercultural communication.

DESIGNER

OPENWIRE EXHIBITION

2014

Open Wire is a digital sculpture exhibition in CPH.
<http://www.openwire.dk>

ROLES:

- Concept development of mobile application.
- UI/UX design, Graphic design.

WORKSHOP TEACHER

BAKKEGÅRDSSKOLEN

2012

Bakkegårdsskolen is a primary school and my students were from 6 to 9 years old.

ROLES

- Bringing different projects for the students in the workshop in the field of visual design.

FREELANCE

BMOBILIZED.COM , SWITCHERR.COM

2011 - PRESENT

ROLES

- Concept development.
- Graphic, Website designer.
- Motion graphics.

RELEVANT SKILLS AND ACHIEVEMENTS

INNOVATION

In my opinion, one of the main factors in development of digital concepts and it's implementation is innovation. I always attempt to consider this during the creation process and aim to achieve creative solutions. I believe that being a visual artist alongside my career enabled me to think uniquely and consequently avoid repetitive outcomes.

TEAMWORK

Both my previous education and job increased my abilities to work in team, by posing challenging tasks which could only be achieved with teamwork. I have worked with people of various ethical, social and cultural backgrounds in a friendly and collaborative environment. This provided me the opportunity to better understand and gain valuable insight on societies all over the world. I am eager to listen to other's ideas and create a pleasant atmosphere in the group, so that each member can perform at his/her best and thus attain satisfactory results. In my opinion, two fundamental factors to be successful in a team are avoiding egoism and assigning roles that fit everyone's strengths.

SELF DIRECTION AND SELF-PROMOTION

I am a competitive person and always strive to perform at a high level. Meanwhile my freelance experiences and working with projects assigned by significant companies like QAtor A/S and B-mobilized, gave me valuable experience that enabled me to obtain self-discipline and time management skills. This has facilitated the accomplishment of efficient solutions.

TECHNICAL AND ACADEMIC KNOWLEDGE

- FRONT-END DEVELOPMENT
- VISUAL COMMUNICATION AND GRAPHIC DESIGN
- ILLUSTRATION
- UI/UX DESIGN
- RESPONSIVE WEB DESIGN
- SERVICE DESIGN
- USER RESEARCH
- MOTION GRAPHIC
- WORDPRESS DEVELOPMENT
- SEARCH ENGINE OPTIMIZATION
- STORYBOARDING

SOFTWARES AND PROGRAMMING

ADOBE:	COREL:	OTHER:	PROGRAMMING LANGUAGES:	CMS
- ILLUSTRATOR	- DRAW	- TV PAINT	- HTML5	- WORDPRESS
- PHOTOSHOP	- PAINTER	- MS OFFICE	- CSS 3	- DRUPAL
- AFTER EFFECTS		- 3D STUDIO MAX	- BOOTSTRAP	- JUMLA
- PREMIERE PRO			- JAVASCRIPT	
- FLASH			- JQUERY	
- INDESIGN			- ANGULARJS	
ETC			- AJAX	
			- SQL	
			- PHP	

LANGUAGE SKILLS

- ENGLISH (FLUENT)
- DANISH (FLUENT)
- PERSIAN (NATIVE)
- FRENCH (WORKING ON KNOWLEDGE)

QUALITY AND REGULATORY KNOWLEDGE

- GXP
- GAMP® 5
- 21 CFR 820