



# ARMAN GOLCHOUBIAN

UI/UX Designer

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## Profile

I'm a Graphic & UI/UX Designer with a strong background and experience in different areas including UI/UX design, motion graphics & Visual design.  
Designer focused on building brands and creating digital experiences.  
Fascinated by technology, branding, and innovation and the impact that design has on each one.

## Skills

Design  
Research  
Persona/Storyboard  
User storie/ User journey/ User Flow  
Wireframe  
Prototype  
Web Responsive Design  
Storyboarding  
Interaction Design  
Visual Design  
Web Design  
iOS, Android Design  
A/B Testing  
Usability Test  
Contextual Research  
Agile/Scrum and Jira & Confluence  
HTML / CSS

## Software

Figma  
Adobe XD  
Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign  
Adobe After Effects  
Adobe Premiere  
Cinema 4D  
Jira Software

## Language

Persian  
English

## Certification

Google UX Design  
Agile with Atlassian Jira

## Portfolio

[www.golchoubian.com](http://www.golchoubian.com)  
[www.linkedin.com/in/golchoubian](https://www.linkedin.com/in/golchoubian)  
[www.dribbble.com/golchoubian](https://www.dribbble.com/golchoubian)

## Experience

### Mazinoor Factory

May 2019 - Up to the present

Senior UI/UX Designer

Leading luminaire manufacturer in the Iran, with over 40 years of experience. There is a great need to for design in Mazinoor various platforms as it deals with a wide range of individuals including customers, agents, architects and retailers.

- I always try to help the brand and it's sub-brands by doing research, A/B testing, Usability Test, web & application design and interaction design.
- Designing materials for online promotions for social media latforms, keeping brand guidelines in mind
- Designing user interfaces & user experiences, advertisement videos, motion graphics, catalogs, banners, posters, product packaging.

### Mehraz Andishan Architecture

Sep 2017 - May 2018

Senior UI/UX Designer

- Helped conceptualize, design and develop digital and social communications to be utilized across all channels
- Interacted with Creative Directors, Account Leads, Art Directors and Copywriters to develop creative concepts and assist in the execution of ideas through design
- Led brainstorming sessions and design reviews
- Served as a key player in agency's evolving workflow process

### Yalit Families Fitting

Nov 2016 - Sep 2017

UI/UX Designer

- Used diverse inputs to identify and define exciting new concepts, opportunities, and customer problems
- Developed creative concepts and implementations that are consistently on target with brand objectives
- Built solid understanding of the market and brand dynamics of assigned client projects

### Freelance graphic design

Jun 2012 - May 2019

Graphic & UI/UX Designer - Motion Designer

- Designed engaging content in support of product needs and marketing initiatives
- Created layered files and print and web production ready files
- Collaborated with cross-functional design, development, and business teams to ensure all aspects of user experience have been thought through and optimized

## Education

### Emam Sadegh University

2006 - 2008

Associate's degree Computer Software