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

🎓 Education   2006 - 2008

Emam Sadegh University

Associate`s degree Computer Software

💼 Experience

Mazinoor Factory   May 2019 - Up to the present
Graphic & 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
Head of graphic design department

- 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 Graphics

- 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

www.golchoubian.com