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Almere · Netherlands

EXPERIENCE

Brezaa, UX/UI Designer (Netherlands 2021 - Present)

UX/UI design

- Create and prioritise product strategies based on market, user feedback and business goals.
- Create user interfaces and flows based on user needs and business goals.
- · Process user research findings, create competitor analysis and make an organised using affinity mapping.
- · Create wireframes, high fidelity prototypes and visual design based on design principles and UI libraries.

Collaboration

- · Collaborate with designers, marketing team and stakeholder to create visually user interfaces.
- Collaborate with engineering team to translate product requirements into technical specifications.

Data analytics

- Implement analytics tools to measure the success and impact of product changes.
- · Analyse user data and feedback to identify opportunities for optimisation and enhancements.
- · Plan and set up usability testing to collect the best possible data with Maze.

Achievements

- Increased the number of users who answer the onboarding questions and land in homepage by 15%.
- · Increased accessibility in Design by 15% 20%.

Freelancing, UX/UI Designer (Netherlands 2020 - 2021)

FitMe

Mobile App

It was an **end to end** project that enables users to personalise their own workout even with slight physical limitations. I applied **independency of colour** in my design. I made an organised output by **affinity mapping** and paid attention to user feedback which is more frequent.

Bed & Bath

Website Redesign

It was inconsistent and not user friendly online shopping website. Because of lack of Information architecture, users left the website without any shopping. We made a smooth navigation by **card sorting** and also applied the principle of design based on **Google Material Design**.

Digital Marketer (2015 - 2018)

When I found out that UX/UI is the root of digital marketing, I decided to change my career while bringing some valuable skills form my digital marketing experience to my UX/UI journey. Some of them are:

- Optimising content for the web or social media channels using Google Adwords.
- · Analysing website traffic to improve user experience with Google Analytics and Hotjar.
- · Writing and designing newsletter email templates with Mailchimp.

EDUCATION

Bachelor's degree in IT engineering (2008 - 2012)

SKILLS

- · UX Design
- · UI Design
- · User Research
- Usability Testing

- · Web Accessibility Design
- · UI Prototyping
- Wireframing
- · Component Libraries

- · MS-Office Suite
- · Google Workspace
- HTML

TOOLS

- FigmaMaze
- · Optimal Workshop

- Google Analytics
- Hotjar
- Gimp

- Asana
- Miro

COURSES

- UX Fundamentals, UX LAND (3 months, 2021)
- UX/UI in Action, UX LAND (3 months, 2021)
- Design for Accessibility, Udemy (9 Hour, 2021)
- Digital Marketing, Industrial Management Institute (4 Months, 2016)

SOFT SKILLS

- Ability to work independently and in a team and agile environment
- Empathy and active listening during the interview.
- · Excellent attention to detail.
- Good time management and organizational skills.
- Capable of finding different solutions to a given problem.

