Atefeh Hajebi (She/Her)

UX/UI Designer

Enthusiastic and detail-oriented UX/UI Designer with a strong foundation in user research, interaction design, and accessibility.Over 12 years of cross-functional experience in engineering, design, and customer experience, enabling a deep understanding of both business and user needs. Skilled in creating user-centred solutions through data-driven research and iterative design.Proficient in leveraging AI-powered tools such as ChatGPT, Gemini, and GitHub Copilot to enhance ideation, research, and workflow efficiency. Actively exploring emerging tools like Notion AI and Uizard to stay updated with the latest UX/UI design trends. Passionate about delivering inclusive, visually engaging, and impactful digital experiences for web and mobile platforms.

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📅
📅 updated 30 Oct 2025

Skills

- UX Design: User Research · Wireframing · Prototyping · Information Architecture · User Journeys · Usability Testing · Interaction Design.
- UI Design: Visual Design · Design Systems · Responsive Layouts · Typography & Iconography · Accessibility (WCAG).
- Research Methods: Surveys · User Interviews · Affinity Mapping · Card Sorting · Heuristic Evaluation · Competitive Analysis.
- Soft Skills: Communication · Collaboration · Problem Solving · Time Management · Fast Learning · Creativity

Tools & Software

- Design & Research: Figma · FigJam · Miro · Canva · Maze · Trello · Jira
- AI & Automation: ChatGPT · Gemini · GitHub Copilot.
- Additional Familiarity: Notion AI · Uizard (familiar with concepts, exploring for future use).
- Collaboration & Communication: Microsoft Teams · Zoom · Slack · Google Workspace.
- Version Control: GitHub.

Employment

Product Designer Melody Town Music (E-Commerce)
📅 Jul 2024 - Now, ⊙ Remote, Germany

- Conducted user interviews, surveys, and contextual inquiries to identify user needs.
- Created site maps, user flows, and low- to high-fidelity prototypes using Figma.
- Collaborated with stakeholders to align business and user goals.
- Performed usability and accessibility testing to refine the final design.

User Researcher & UX/UI Designer Swift Services
📅 Feb 2024 - June 2024 (4 mos), ⊙ Remote, Portugal

- Led research through surveys and interviews to understand user goals and needs.
- Developed wireframes, mockups, and interactive prototypes.
- Conducted mid- to high-fidelity usability testing and accessibility audits.

UX Teacher Assistant UXLand Online School
📅 Jan 2024 - Apr 2024 (3 mos), ⊙ Remote, USA

- Assisted students in UX/UI research and design projects.
- Mentored learners to improve project quality and meet deadlines.
- Facilitated group collaboration and creative problem-solving sessions.

UX Architect & Interaction Designer Saving Face (Online Project)
📅 Oct 2023 - Dec 2023 (2 mos), ⦿ Remote, USA

- Conducted heuristic evaluation and competitor analysis for redesign.
- Created site map and user flow via card sorting.
- Developed wireframes and interactive prototypes focused on usability.

Sales Associate / Stylist Reiss
📅 Nov 2021 - Jul 2022 (8 mos), ⦿ London, UK

- Delivered premium in-store client experiences and styling consultations.
- Collaborated with digital teams to enhance online shopping UX through customer insights.
- Maximised sales while maintaining high service standards.

Financial Clerk Total Coding
📅 Oct 2018 - Aug 2020 (1 yr 10 mos), ⦿ London, UK

- Managed usability feedback on financial software and recommended IA improvements.
- Reported layout and functionality issues directly to development teams.
- Supported product optimisation through continuous iteration and testing.

Customer Service Manager Total Coding
📅 Jan 2018 - Jul 2018 (6 mos), ⦿ London, UK

- Supervised the support team and tracked user issues to enhance satisfaction.
- Reported UX-related bugs and usability pain points to developers.
- Coordinated between customer service and product design teams.

Customer Service Advisor Total Coding
📅 Dec 2016 - Jan 2018 (1 yr 1 mo), ⦿ London, UK

- Delivered customer and technical support across multiple service platforms.
- Logged user feedback to guide product and UX improvements.

Commercial Expert GoldNet Engineering Group
📅 Jul 2012 - Mar 2014 (1 yr 8 mos), ⦿ Mashhad, Iran

- Managed GPS tracking software client support and training.
- Advised customers on optimal product solutions and improved user experience.

Electrical Lab Manager & QA Engineer Toos Fuse Co.
📅 Aug 2011 - Jul 2012 (11 mos), ⦿ Mashhad, Iran

- Designed and usability-tested software for electrical meter data systems.
- Led QA testing and technical documentation for manufacturing workflows.
- Enhanced process efficiency through improved UX in technical interfaces.

Robotics Committee Manager Azad University
📅 Oct 2008 - Jun 2010 (1 yr 8 mos), ⦿ Mashhad, Iran

- Managed and coached robotics teams for competitive projects.
- Organised MAZE and line-following robot competitions.

Education

Islamic Azad University of Mashhad
B.Sc. in Computer Software Engineering
Devised an enhanced algorithm for image encryption using cellular automata and chaos theory