

Negin Soltani

Stockholm, Sweden

☎ +46-762409688 ✉ neginsoltani@gmail.com [in](#) [LinkedIn](#) [Portfolio](#)

Summary

UI/UX designer with 6+ years of experience delivering web and mobile products, XR developer, and research assistant with a focus on human-computer interaction. Recently finished my Master's thesis at Stockholm University in collaboration with RISE, exploring different methods of initiating interaction with AI conversational agents in virtual reality. My journey from designing mental health apps to researching VR interactions taught me that great design comes from understanding both user needs and human behavior. I bring design expertise, research skills, and a collaborative approach to making technology more accessible.

Skills

- **Design & Prototyping:** Figma, Adobe XD, Miro, Wireframing, Design Systems, Information Architecture
- **XR Development & Platforms:** Unity, XR Design & Sevelopment, ShapesXR, Meta Quest, HTC Vive
- **Programming & Technical Skills:** C#, Python, Basic Gameplay Programming, Version Control (Git, GitHub)
- **UX Research & Analysis:** User Interviews, Usability Testing, Thematic Analysis, A/B Testing, Persona Development, MAXQDA
- **Project Management & Collaboration:** Agile Methodology, Scrum, Cross-functional Collaboration, Jira, Trello

Professional Experiences

Research Assistant

Aug 2024 – Jun 2025

RISE Research Institutes of Sweden [📍](#) - Internship

Stockholm, Sweden

- Conducted qualitative research on VR adoption in Swedish education, interviewing educators and technology providers to identify implementation barriers and accessibility challenges
- Co-authored "Immersive Learning at Scale: Exploring the Feasibility of VR in Education" accepted for publication and presentation at IMX 2025 international conference [📄](#)
- Created speculative XR scenarios for autonomous vehicle ethics research, contributing to VR development and website design for "Delta Fleet AI" - a Vinnova-funded project exploring dystopian futures of remote-operated vehicles [📄](#)
- Conducting Master's thesis research on conversational interaction methods with LLM-powered AI agents in VR, developing Unity-based experience using Unity Experiment Framework for data collection

UI/UX Designer & UX Researcher

Sep 2019 – Jun 2025

Perfetto Gruppo - Part-time (Remote)

Rende, Italy

- Designed the user interface and experience of mobile applications and responsive websites for international clients
- Led user research, creating detailed personas, user journey maps, and conducting usability testing to ensure accessibility for different users
- Implemented and maintained design systems such as Material UI and Minimal web frameworks, ensuring consistency and scalability across multiple products
- Partnered with international development teams and healthcare stakeholders to deliver user-centered solutions for mental health platforms, including psychiatry clinics and patient support tools
- Worked in agile teams with designers and developers, maintaining excellent communication and contributing to successful product launches

Education

Stockholm University

Master's in Design for Creative and Immersive Technology

Aug 2023 – Jun 2025

Stockholm, Sweden

- Awarded Stockholm University Scholarship Scheme for a total of two years
- **Publication:** Immersive Learning at Scale: Exploring the Feasibility of VR in Education [↗](#)

Kharazmi University

B.Sc. in Computer Engineering - CGPA: 3.62/4

Sep 2018 – Sep 2022

Tehran, Iran

- Ranked within top 2% in national university entrance exam
- Teaching Assistant for UI/UX Design course, mentoring students in design principles and project development

XR Projects

Emission Vision [↗](#) | XR Developer & UI/UX Designer

Associated with **Stockholm University**

- Developed a collaborative Mixed Reality tool for the Design for Complex and Dynamic Contexts course in Unity, enabling real-time analysis of global CO2 emissions using Photon Networking and 3D data visualization on Meta Quest headsets.

Elemental Mysteries [↗](#) | XR Developer, Idea Originator, & Storyteller

Associated with **Stockholm University**

- Developed an immersive VR educational experience for the Designing for Emerging Technologies course that explores ancient concepts of water, fire, air, and earth, blending history, philosophy, and science to reconnect users with the natural world.

Certifications

- IMX '25: ACM International Conference on Interactive Media Experiences – Certificate of Attendance [↗](#)
- XR Hack Participation Certificate - XR Hack [↗](#)
- Conduct UX Research and Test Early Concepts - Google [↗](#)
- Start the UX Design Process: Empathize, Define, and Ideate - Google [↗](#)
- Foundations of User Experience (UX) Design - Google [↗](#)
- Build Wireframes and Low-Fidelity Prototypes - Google [↗](#)
- Create High-Fidelity Designs and Prototypes in Figma - Google [↗](#)
- Adobe Photoshop Illustrator - University Northwest, International Divisions and Institutes

Professional References

Dr. Asreen Rostami

Senior Researcher at RISE Research Institutes of Sweden

- Visit Page

Senior Researcher

asreen.rostami@ri.se

Dr. Luis Velez Quintero

Master's Thesis Supervisor

- Visit Page

Associate Senior Lecturer

luis.quintero@dsv.su.se

Dr. Seyedeh Leili Mirtaheri

Product Manager and Head of Developer Group in Perfetto Gruppo

- Visit Page

Head of Developer Group & Assistant Professor

leili.mirtaheri@gmail.com