

AREAS OF INTEREST/SPECIALTY

Product Management
UX/UI Research and Design
VR/AR

TECHNICAL SKILLS

Programming: Javascript, Python, C#
Database Management: SQL, MongoDB
Web Design: HTML, CSS
Graphics: Photoshop, Illustrator, Figma, Axure
Modeling: Autocad, Sketchup, Rheinoceros
Game Engine: Unity
Project Management: Office, MSProject

PROFESSIONAL TIMELINE



HONORS AND AWARDS

Third Prize winner-2015
Tehran, Iran
National Design Competition
"Designing the top lands of Resalat Tunnel"

Selected Graduation Design Project-2013
Moscow, Russia
International Archiprix exhibition

First Prize Winner-2011
Connecticut, USA
International Biomimicry Design Competition

First Prize Winner-2010
Isfahan, Iran
National Rural House Architecture Design Competition