HESAM ANDALIB
User Experience Designer

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SUMMARY

Experienced designer and project manager with a passion for **learning and applying new technologies** with the purpose of **making life more enjoyable** for everyone. Highly interested in experiencing projects **from concept to implementation**. Able to **generate ideas from abstract problems** and **designing prototypes, testing and directing** them to the production phase.

EXPERIENCE

Service Designer
University of Texas at Austin   / Texas Digital Library
2019 — Present

- **Improved my high-level and abstract design thinking skills** in designing a service model for **storage and preservation of private and sensitive data** in Distributed Digital Preservation networks for the first time in the US.

- **Empowered my soft skills** by constant communication and collaboration with more than **11 project partners across the US**, including UCSD, IMLS, TACC, MARCC, etc.

Designer and Co-founder
CPMC, Iran
2014 - 2018

- Successfully established and managed a design-build firm and **designed more than 15 projects with high quality in 5 years** of practice

Project Engineer
Green Volume Group, Iran
2011-2014

- **Increased the work performance of the team 30%** by gathering and analyzing site data and cutting down unnecessary workloads in design and control of project documents.

- **Empowered my team working skills** by working in a mega-project context and within large teams with complex interactions that

PERSONAL PROJECTS

Totell Project
UX design and development / JAN 2019 — Present

- **Handling UX/UI** design of a project to help people in travel overcome language barriers in restaurants
- Successfully **learned and applied MongoDB, Express.js, React.js and Node.js --MERN stack -- in less than 3 months** for a complex project
  GitHub Link: https://github.com/samandalib/totell

VR Time Machine
VR experience design / SEP 2019 — DEC 2019

- Successfully **learned and applied Unity Game Engine and C# programming** and deployed a VR experience on Oculus Rift

Hololens App
AR experience design / SEP 2019 — DEC 2019

- Design, develop and usability test of an AR application for working with a poster plotter for people without previous experience.
- **Reduced the time of learning to work with the machine for more than 50%** comparing with other methods

EDUCATION

University of Texas at Austin
M.Sc. Information Science
2019 — 2021
Specialization in HCI and UX/UI Design

National University of Iran
M.Sc. Project Management
2011 - 2013
Specialization in Project Design Management

Art University of Isfahan, Iran
Bachelor of Architecture
2006 - 2010

SKILLS

UX/UI Design
Wire framing, UX writing, User Journey Mapping, Prototyping,
Story boarding, Information Architecture, , Voice UI, UI flows

Research
UX Research, Usability Testing, A/B Testing, Competitive Analysis, Contextual Inquiry

Software
Sketch, Figma, Axure, Adobe XD, Framer, JavaScript, Python, SQL, MongoDB, HTML, CSS, React.js, Node.js, Photoshop, Illustrator, Autocad, Sketchup, Rhinoceros, Unity, MS Office, MSProject.

HONORS AND AWARDS

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