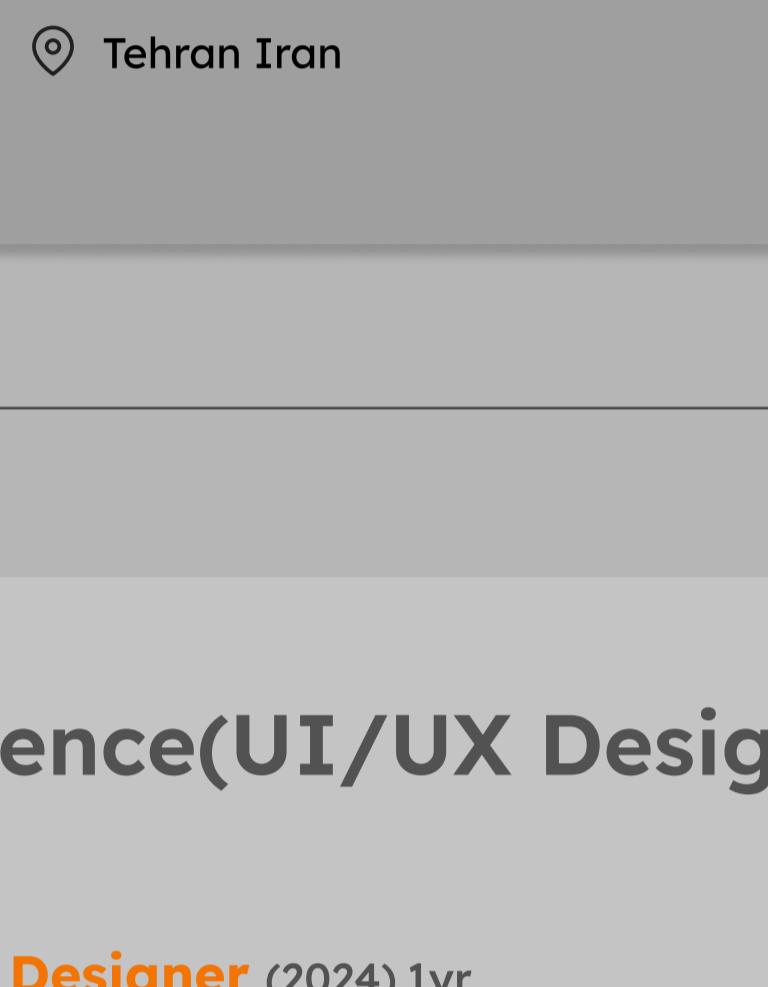


PORTFOLIO

Sarvenaz Bagheri 2024

Please [ZOOM](#) in to get a better and clearer view of my portfolio. Thanks!



Contact

📞 0930 201 61 39
✉️ bagheri.sarvenaz@gmail.com
📍 Tehran Iran

WHO AM I?

Hi there! I'm sarvenaz, a UI/UX designer specializing in turning complex challenges into simple, engaging user experiences. I help businesses solve their toughest problems through effective and intuitive design. One of my key strengths is working with cross-functional teams to ensure that our designs align perfectly with business goals and real user needs.

From initial user research and wireframing to high-quality prototyping and usability testing, I'm involved in every step of the design journey. While I'm proficient in tools like Figma, what I truly value is working with people — from developers and marketers to end users — to bring ideas to life and create tangible, impactful results.

If you're looking for a design that's both user-friendly and impactful, I'd love to work with you!

Education

Bachelor Degree Graphic Design
Soore University

Experience(UI/UX Design)

UI-UX Designer (2024) 1yr

Inverse school.Full Time

Responsibilities:

- Conducted user research through interviews and surveys.
- Designed wireframes and prototypes for web and mobile applications.
- Collaborated with the development team to implement designs.

UI- Designer (2022)

Ui Designer At Mission 11 Game Project

Responsibilities:

- Served as the UI and graphic designer for a game design project, responsible solely for creating the visual interface and graphical elements.
- Collaborated with the team to create cohesive and engaging visuals aligned with the game's style

UI-UX Designer (2023) 6 mos

Golden Sports .Full Time

Responsibilities:

- Primarily focused on UI design, creating visually appealing and user-friendly interfaces.
- Developed high-fidelity prototypes and refined visual elements to enhance the quality and consistency of the UI across web and mobile platforms

UI-UX Designer (2023)

UI-UX Design Albatek Myket Project

Responsibilities:

- I independently managed and completed this project, taking full responsibility for all stages of design and execution. The primary focus was on UX design, aimed at creating user-friendly and effective solutions. I also worked extensively on UI design to ensure visually appealing and cohesive interfaces tailored to user needs. The process involved research, wireframing, creating high-fidelity prototypes, and refining visual elements for optimal quality. The project was completed within three weeks, and a comprehensive case study was prepared to present the process and outcomes.

Experience(Graphic Design)

Illustrator/Graphic Design (2021) 1yr

Lion Computer.Remote

Graphic Design/ Project Manager (2019) 4yr

MomentumGears.Full Time

Graphic Design (2020)

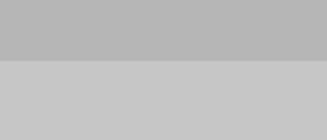
Hitta Innovative Business Development Center.Part Time

Graphic Design (2018) 8 mos

Soroush Multimedia Corporation.Full Time

Technical Skills

UI/UX Design



Wireframing: Ability to create accurate wireframes for websites and applications.

Prototyping: Skill in developing interactive prototypes and simulating user experiences

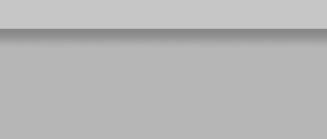
Design Tools



Figma: Proficiency in using Figma for designing and collaborating on projects.

Sketch: Familiarity with the Sketch tool for UI design.

User Research

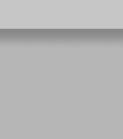


User Interviews: Ability to conduct user interviews and gather useful data.

Surveys: Skills in designing and analyzing surveys to understand user needs.

Usability Testing: Proficiency in conducting usability tests and analyzing their results.

Graphic Design



Adobe Photoshop: Skill in editing images and creating visual graphics.

Adobe Illustrator: Ability to create and edit vector graphics.

Logo design, poster design, photography

Soft Skills

Critical Thinking

Time Management

Adaptability

Creativity

Empathy

Leadership

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For Inverse School



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For Myket