

**Profile Summary**    **UX/UI Product Designer**

Innovative UX/UI Product Designer, with 2+ years of experience collaborating with cross-functional teams to create user-centred solutions for digital platforms by translating user needs & business requirements into inclusive design decisions. Experience leading UI/UX team of 3 Website, Web & Mobile App projects in Agile framework by leveraging synthetic data gained from methods of user research & testing into an end-to-end design process.

**Technical Skills**

**User Research** | Usability Testing | Accessibility Testing | One-to-one Interviews | Qualitative & Quantitative Survey Analysis

**UX Design** | User Flows | Wireframing | Information Architectures | Affinity Diagrams | Sitemaps | Customer Journey Maps | User Personas | UX Blueprint

**UI Design** | Mockups | Visual Design | Interaction Design | Illustrations | Iconography | Typography | UI Kits | Component Libraries | Design Systems

**Design Tools** | Figma | Adobe Suite (Adobe XD, Illustrator, Photoshop, InDesign, After Effects,, Premiere Pro) | InVision | Miro | Asana | Google Suite

**Coding Languages** | HTML5 | CSS3 | SASS | JavaScript | PHP | WordPress

**Education**

**Langara College** | Web & Mobile App Design & Development    09/20 - 12/21  
Post Degree Diploma (Graduated with Distinction - GPA 3.95)    Vancouver, BC

**Central Saint Martins University of Arts** | Product Design    09/13 - 05/17  
Undergraduate BA    London, UK

**UAL Camberwell College of Arts & Design** | Art & Design    09/12 - 08/13  
QCF Foundation Diploma    London, UK

**Work Experience**

**Langara College** | Responsive WordPress Website    05/21 - 12/21  
Project Assistant at Virtual Learning Support Development    Vancouver, BC

- Collaborated on CMS development with Developer & Project Manager by rapid wireframing and communicating design decisions in standup sprints, resulting in dynamic content delivery that adheres to College standards.
- Developed UI/UX design of educational platform for diverse set of users by implementing guidelines of accessibility and conducting usability testing for assessment, resulting in inclusive design suitable for business scalability.

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- Academic Project** **Plantor** | Android Native Mobile Application 09/21 - 12/21  
Lead UX/UI Designer Vancouver, BC
- Developed interaction design of Agriculture Android App by applying IxD best practices and principles of motion in UX design suitable to users' mental models, resulting in intuitive user-service experience design & development.
  - Facilitated weekly design standup meetings to critique independent design deliverables by presenting design decisions & consolidating cross-platform assets, resulting in cohesive handoff documentation on visual components.
- DimpleDesk** | Data-Driven Responsive Web Application 05/21 - 08/21  
Lead UX/UI Designer Vancouver, BC
- Created impactful user navigation for data visualization platform by creating types of data filtering and prototyping components to optimize the interface design, resulting in easy data accessibility aligned with business & user goals.
  - Moderated in-house usability testing to meet budget constraints by setting a set of tasks while thinking-out-loud & iterating prototypes based on analyzed qualitative data, resulting in improved information hierarchy & copywriting.
- Tenex** | API-Integrated Progressive Web Application 01/21 - 04/21  
Lead UX/UI Designer Vancouver, BC
- Led 2 junior UX/UI designers in 12 weeks from ideation to testing by planning and conducting user research & user testing to leverage synthetic data as metrics for development, resulting in an intuitive communication platform.
  - Prototyped 50+ mockups for responsive Web App & Promotional WordPress Website in 12 weeks by assigning work packages individually & consolidating design decisions in teams, resulting in rapid wireframing & efficient handoffs.
- Work Continued** **ZibOnline Start-up** | Zib Native Mobile Application 12/18 - 03/19  
CRM, Graphic Designer Tehran, Iran
- Participated in beta debugging of Android Mobile App by creating tickets to communicate users feedback, pain points and goals collected at employee assessment call, resulting in releasing 2 updated versions of the Software.
  - Organized the corporate's marketing campaign for a charity event in 7 days by designing & distributing in-house promotional handouts, packaging and advertising banners, resulting in a 30% expense reduction of the set budget.