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Summary

I am a UI/UX designer with a focus on creating unique and engaging user experiences. With extensive knowledge in the fields of user interface and experience design, my goal is to craft designs that not only captivate users but also enhance interaction with products. I utilize modern UI/UX methods and up-to-date tools to continuously improve the user experience.

For more information, I invite you to explore my resume and see the companies I have had the privilege to work with. I am eagerly looking forward to connecting with you and collaborating on exciting and impactful projects."

Experience



Founder

UX School

Sep 2023 - Present (6 months)

As the founder of this institution, I assume a leadership role while actively disseminating my profound expertise in user experience and interface design. I am keen on establishing connections with fellow professionals dedicated to advancing these disciplines on LinkedIn.



UI/UX Designer

Render Shot

Nov 2019 - Jul 2021 (1 year 9 months)

RenderShot is a cloud rendering platform for KeyShot 3D application.

I've been helping the team with all sorts of design needs including UI/UX works on the website, desktop applications, social media campaigns, and front-end coding for the website home page (WordPress).

Responsibilities:

- Web UI/UX design (Adobe XD, Figma)
- Mobile application UI/UX design (Adobe XD, Figma)
- Prototype Design
- Wireframe Design
- Front-End code (HTML,CSS,Wordpress)



Graphic and UI/UX Designer

Arzinja

May 2017 - Sep 2019 (2 years 5 months)

Arzinja is a company that works in the cryptocurrency business, offering various crypto-related services to clients.

I was mainly working as a UI | UX designer but also had numerous team and project-related management tasks.

As a part of the role, I've had to communicate efficiently with the other team members as well including web developers and other designers to get things done on schedule.

Responsibilities:

- Web UI/UX design (Adobe XD, Figma)
- Mobile application UI/UX design (Adobe XD, Figma)
- Graphic Design (Adobe photoshop, Adobe Illustrator)
- Multi-language design
- Wireframe Design
- Front-End code (HTML,CSS,Wordpress)



UI/UX Designer

RenderBoost

Oct 2014 - Apr 2017 (2 years 7 months)

RenderBoost is a cloud rendering platform that offers services on various 3D application packages related to the film and VFX industry.

I've worked as the main designer, and I've been handling and taking care of all designs needs.

I've also worked on the website portal graphics, designed and implanted all non-portal pages and helped with the ads and marketing materials.

Responsibilities:

- Web UI/UX design (Adobe Photoshop)
- Mobile application UI/UX design (Adobe Photoshop)
- Graphic Design (Adobe photoshop, Adobe Illustrator)
- Wireframe Design
- Front-End code (HTML,CSS,Wordpress)

UI/UX Designer

Sabapardaz Tadbir Sepahan

Aug 2011 - Sep 2014 (3 years 2 months)

- CEO
- Graphic Design (Advertising design)
- Web UI design (Adobe Photoshop)

UI/UX Designer

SibaWeb Group

Aug 2009 - Jul 2011 (2 years)

- Graphic Design
- UI and UX Design for web and mobile applications

Graphic Designer

Rayaneh Gostaran

May 2007 - Jun 2009 (2 years 2 months)

Graphic Design in Marketing and Advertising

Education



University of Applied Science and Technology

Bachelor's degree, Information Technology
Jan 2017 - Aug 2018



INVERSE School

Web Page, Digital/Multimedia and Information Resources Design
May 2022 - Present

Licenses & Certifications



Web Design - Islamic Azad University
10068/2-296



Photoshop(Professional) - Islamic Azad University
10068/1-246



Get Started with Figma - Coursera
C4YKVFAXXXG3



Work with Components in Figma - Coursera
WNWBQ5FM5GGH



Designing a Low Fidelity Prototype in Figma - Coursera
GJJMNKPC79PM



Design a mobile app interface with Moqups - Coursera
SG8Q75SW427J

Skills

Branding • Branding & Identity • Moqups • figma • User Interface Design • User Experience (UX) •
Graphic Design • Adobe Creative Suite • Wireframing • Prototyping