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A passionate UX/UI designer with expertise in creating intuitive and visually appealing user experiences. Proficient in industry-standard tools like Adobe Creative Suite, Sketch, InVision, and Figma, I excel in conducting user research, creating wireframes, and collaborating with development teams. I enjoy solving complex design problems and contributing to impactful projects. Let's create meaningful user experiences together!

Education

Twente University - Industrial design engineering

Received a 9.5 for my bachelor thesis

SEP 2019 - JAN 2023

- My favourite classes, which I immersed myself in more than academic material:

Cognitive ergonomics	9
User-centre design	9.5
User experience design	9

- During my bachelor's degree, I oversaw 4 of the 7 group projects. Among the projects I'm proud of are:

Realisation of products	8.5
Smart products	9.0
Human product relation	8.0
designing for specific user	9.0

- Minors:

Scientific challenges - Research and product development for injectable pens for MS patients	8.5
BioRobotics - Designing robot arms to assist Duchenne/Becker Muscular Dystrophy patients	7.5
Communication science - developing financial aid mobile app for young adults	9.0

Alzahra University- Industrial design

JAN 2017 - AUG 2019

- My favourite classes, which I immersed myself in more than academic material:

Wood Workshop	20 out of 20
Metal Workshop	19 out of 20
Art history	19 out of 20

Experiences

Web designer, Hay Global enterprise

HOOFDDORP

SEP 2022 - JAN 2023

While completing my thesis, I started working for Hay Global enterprise as a **first designer** at the office! It was difficult to work alone as a designer with businessmen and Marketeers, but the experience was necessary to develop communication skills with those outside the design field. The following were my responsibilities:

- Collaborated with clients to understand their business goals and user requirements.
- Conducted user research and usability testing to gather insights for design improvements.
- Created wireframes, prototypes, and visual designs for web and mobile applications.
- Worked closely with developers to ensure seamless implementation of designs.
- Contributed to a 20% increase in user engagement through improved UI design.

Creative lead, Hable

EINDHOVEN

JAN 2021 - SEP 2021

Doing a full time study at UT, did not stop me from doing side jobs! during my second year, I worked at a garden on weekends, and did **internship** at a newly startup based in Eindhoven. After 3 months of internship, i started taking more responsibilities as the creative lead. My responsibilities were as broad as they can be, to name a few:

- Conducted competitive analysis and contributed to user interface design improvements.
- Collaborated with development teams to ensure designs were implemented accurately.
- Increasing the accessibility of the website
- Creating content for socials
- Editing videos for youtube

Podcast Host, Icarus Idea

TWENTE UNIVERSITY

SEP 2020 - SEP 2023

Icarus Idea podcast was created with the aim to inform IDE students of what they can become after finishing their studies.

I joined the Icarus Idea podcast in order to practise audio/video editing and meet people in my field of expertise. After a few months, I took over as the podcast's primary host. My duties included:

- Editing audios using Ableton Program
- Finding successful people who studied IDE
- Exploring their work and creating a coherent story line for listeners

Internship, Ronin Studio

TEHRAN,IRAN

JULY 2018 - JULY 2019

Prior to going to the Netherlands, I had the opportunity to work in design studies and gain knowledge of how real-world design processes function. My responsibilities at Ronin studio -founded by my university teacher- were as follows:

- Secretary. Organising events and showcasing the projects.
- Designing wooden wine holder
- Bench design for Tehran City

Skills



[View more ↗](#)

Persian

NATIVE

English

PROFESSIONAL WORKING PROFICIENCY

Dutch

BEGGINER