



UI/UX

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## About Me

I'm looking for an **opportunity** to work on iterative and challenging projects that genuinely impact **users'** everyday **lives**.

I have **3+ years** of experience conducting user **research**, creating **wireframes** at all fidelity levels, rapid **prototyping**, maintaining **design systems**, and delivering high-quality solutions to **users' problems**.

Outside of work, I love painting, capturing moments with my camera, and hunting for the best sushi spot in town.

## Skills

### User Research

Creating user surveys, carrying out competitor analyses, organising and conducting user interviews and creating data-based insight reports.

### Wireframing

Everything from sketching low-fidelity early drafts by hand to using Figma to create high-fidelity prototypes.

### Design System

Creating and maintaining in-house design systems in Figma, allowing teams to rapidly prototype new ideas with consistent components.

### Prototyping & Interactions

Building interactive prototypes to test design concepts with users, iterating based on feedback to improve usability.

### Coding & Programming

Knowledgeable in HTML, CSS, and JavaScript, with a solid understanding of front-end fundamentals that enhances cross-functional collaboration with developers.

### AI-Assisted Design

Passionate about integrating AI into the design workflow. Experienced with tools like Stitch, UX Pilot, Cursor, and Claude to accelerate research, ideation, and prototyping.

## Work Experience

### Trackman

02/2026 - Present | Copenhagen, Denmark

#### UI/UX Designer

Redesigning a golf portal for facility owners, players, and coaches, improving workflows and establishing consistent UI standards across the platform.

### XIIA

05/2025 - 01/2026 | Copenhagen, Denmark

#### Intern UI/UX Designer

Led the redesign of a food delivery app, focusing on improving user experience and modernizing the interface. Applied design systems and UI guidelines to maintain visual consistency across screens.

### ProLink

11/2023 - 12/2024 | Tehran, Iran

#### UI/UX Designer (Remote)

Simplified the booking flow by reducing steps by 30%, improving speed and user satisfaction. Led 3+ design iterations driven by user feedback to enhance usability and accessibility.

#### Intern UI/UX Designer

07/2023 - 11/2023 | Tehran, Iran

Assisted in user research (interviews, surveys, and observations) with 10+ users to identify booking flow issues. Created low- and high-fidelity wireframes and prototypes to test designs with users.

## Education

### Front-End Development

08/2025 - 11/2025, ReDI School of Digital Integration Denmark

- HTML, CSS, JavaScript

### User Interface Design

03/2025 - 07/2025, ReDI School of Digital Integration Denmark

- User Interface Design, Figma, Prototyping

### Associate's Degree, Graphic Design

09/2021 - 11/2023, Islamic Azad University, Isfahan, Iran

- Graphic design principles, Visual communication, Color theory, and Digital tools

### High School Diploma, Graphic Design

09/2016 - 06/2020, Fazili Art School, Isfahan, Iran

- Graphic design principles, Visual communication, Color theory, and Digital tools

## Certificate

### Product Design

Hands-On Training In The Full Product Design Process — Empathy, Ideation, Prototyping, And Testing.

### User Interface Design

Mastered Figma And UI Design Essentials: Components, Responsive Grids, Auto Layout, Interaction Design, And Style Guides.