

Afshin Tavakkoli (UI/UX Designer)

Location: Lisbon Metropolitan Area, Portugal

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Portfolio: https://www.afshix.com/

Summary

A UI/UX designer with over 6 years of experience in various digital platforms including responsive Web pages, Native apps, PWA, and Design systems. Expert at collaborating with startup teams in implementing UI/UX design strategies to deliver experience design and improvement for more than 6 projects in several industries through streamlined processes and optimized workflows.

Skills and technical Proficiencies

1. User experience

- User-centric Design
- Mobile App Design
- Responsive web design
- Wireframing
- Prototyping
- Usability testing
- User Research
- Accessibility
- Gamification
- Scrum Framework

2. User interface tools

- Figma
- Adobe XD
- Adobe Illustrator
- Adobe Photoshop
- Balsamiq Wireframes
- Zeplin
- Marvel
- Familiar with (Html, CSS, Bootstrap)
- Logo Design (Typography)

Professional Experience

Motoproz, United Kingdom UI / UX Designer

09/2023 - 02/2024

A web-based platform designed for effortless pricing, buying, and selling pre-owned cars. This
mobile-first website is set to evolve into either a Progressive Web App (PWA) or a native
application. The product led the business to a 40% improvement. https://motorproz.co.uk/

2. Houmify, United States UI / UX Designer

01/2021 - 09/2023

 Designing the user experience also user interface and coordinating for a team dedicated to the redesign of a website focused on connecting users with real estate agents. https://houmify.com/ Key role in conceptualizing the interaction design and experience for a website dedicated to
facilitating the buying and selling of gift items. I was responsible for creating a visually
engaging and intuitive design that seamlessly guided users through the process of selecting
and exchanging goods intended for gifting purposes. After usability testing, it was found that
this design improved user accessibility to results by up to 60%. https://giftpals.com/

4. Rayan Kavesh Hirkan, Iran UI / UX Designer

02/2020 - 01/2021

- A dual role of UI/UX Designer and Project Manager for an application catering to municipal
 waste collection and recycling. This encompassed the design of two distinct Android mobile
 apps (one tailored for staff and the other for users). This project involved several elements to
 ensure a seamless user experience while concurrently overseeing the work of front-end
 developers.
- A comprehensive software solution aimed at delivering medical equipment and services to homes via two mobile apps (the user version and the staff version). My role involved ensuring an optimal user experience and User-centered design through thoughtful design while also Leading the various aspects of the project to guarantee its successful execution.

5. Post Bank of Iran, Iran UX Consultant

10/2009 - 01/2020

- Head of bank representative offices for 8 years
- The UX consultant for the last two years to improve the bank counter processes and also ideation and design of communication software bridging cellphones and personal computers, ensuring a secure data transfer experience. My focus included crafting an intuitive interface for effortless interaction.

6. Farniroo Sharq company, Iran Graphic designer

03/2004 - 02/2009

Macromedia Flash Senior Designer and Computer technical expert (Part-time)

Additional Experience

Teaching graphic applications as a web-pages-design tool at Tehran Institute of Technology

Education

- Associate's Degree in Computer Science (Software Engineering)
 Khayyam University Mashhad Iran
- Bachelor's Degree in Computer Science (Hardware Engineering)
 University of Shomal Amol Iran

Language

- English | Conversational
- Persian | Native

Professional Training and Certificates

1. Faculty of Entrepreneurship, University of Tehran

- User Experience Design (UX)
- User Interface Design (UI)
- Financial Intelligence

2. Google (online courses on Coursera.com)

- Foundations of User Experience (UX) Design
- UX Design process: Empathize, Define, and Ideate!
- Build Wireframes and Low-Fidelity Prototypes

3. Interaction Design Foundation (IDF)

- Design for the 21st Century with Don Norman
- · Accessibility: How to Design for All
- Gamification Creating Addictive User Experiences
- Human-Computer Interaction (HCI)
- UI Design Patterns for Successful Software
- UX Management: Strategy and Tactics
- User Research Methods and Best Practices
- Psychology of E-commerce
- Mobile User Experience Design
- Web Design for Usability

4. Imperial College London

• User Creative Thinking: Techniques for Success

5. Iran Technical & Vocational Training Organization

- Adobe Photoshop CS
- Adobe Illustrators CC
- · General pedagogical methods

Achievements

- Utilization of new technologies to improve the UX and Accessibility
- Second place in the U.S. Endourological Society Logo Design Contest