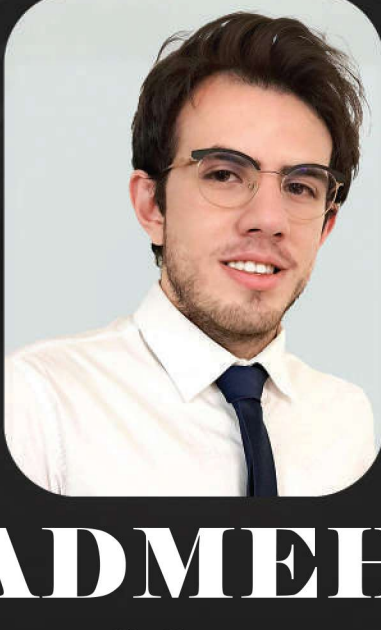




SCAN ME



RADMEHR akbari

"I have several years of experience in the world of graphics, as well as in the field of user experience design (UX/UI) with a specialized start of six months in this field and I am very eager to make further progress in this field."

Work Experience

Graphic designer at the Fava Center of Isfahan Municipality
2020-2021

Ui Ux designer

Information

Akbari.radmehr@gmail.com

Radmehr akbari

+98 9130929102

Iran | Esfahan

Skills

- User interface
- User experience
- Interaction design
- Wireframing (low to high fidelity)
- Rapid prototyping
- Layout, color psychology, typography principles
- design style (minimal, flat, semi flat, morphism (neo, glass)
- design system (material)
- accessibility
- usability testing
- user research
- persona
- mind map and user flow
- ux writing
- user journey map
- design thinking
- responsive design

UX/UI Designer

+ bachelor of Radiology
Isfahan medical university

+ 240 hours ui/ux course
Isfahan design academy

Education

Xd Figma Ai Ps

Technology

Cinema Cafe Sport Game

Projects

1. Cramp/Eventure project

that this project is being prepared for changing iranian shopping program

- landing page
- admin panel
- user panel
- app ui
- website part

2. Digital marketing project

that this project is being prepared and is generally divided into four parts

- Student panel
- admin panel
- master panel
- control panel

3. Hamtamrini project

A sports app that provides information about the sports program and sharing the exercises of the users

My role

- I followed the **design thinking** method in this project
- Then, according to the provided document and the interview with the employer, I wrote the **product brief**
- And by starting the **user research**, I started interviewing the users by field question and answer method and according to the result of the user research, I designed the **persona**.
- According to the purpose of the employer and the user, I drew a **mind map**
- Designed **user flow** with the help of mind map
- I entered the **wireframe** stage and then the UI port
- In this project, I have also interacted with the back-end and front-end programming team

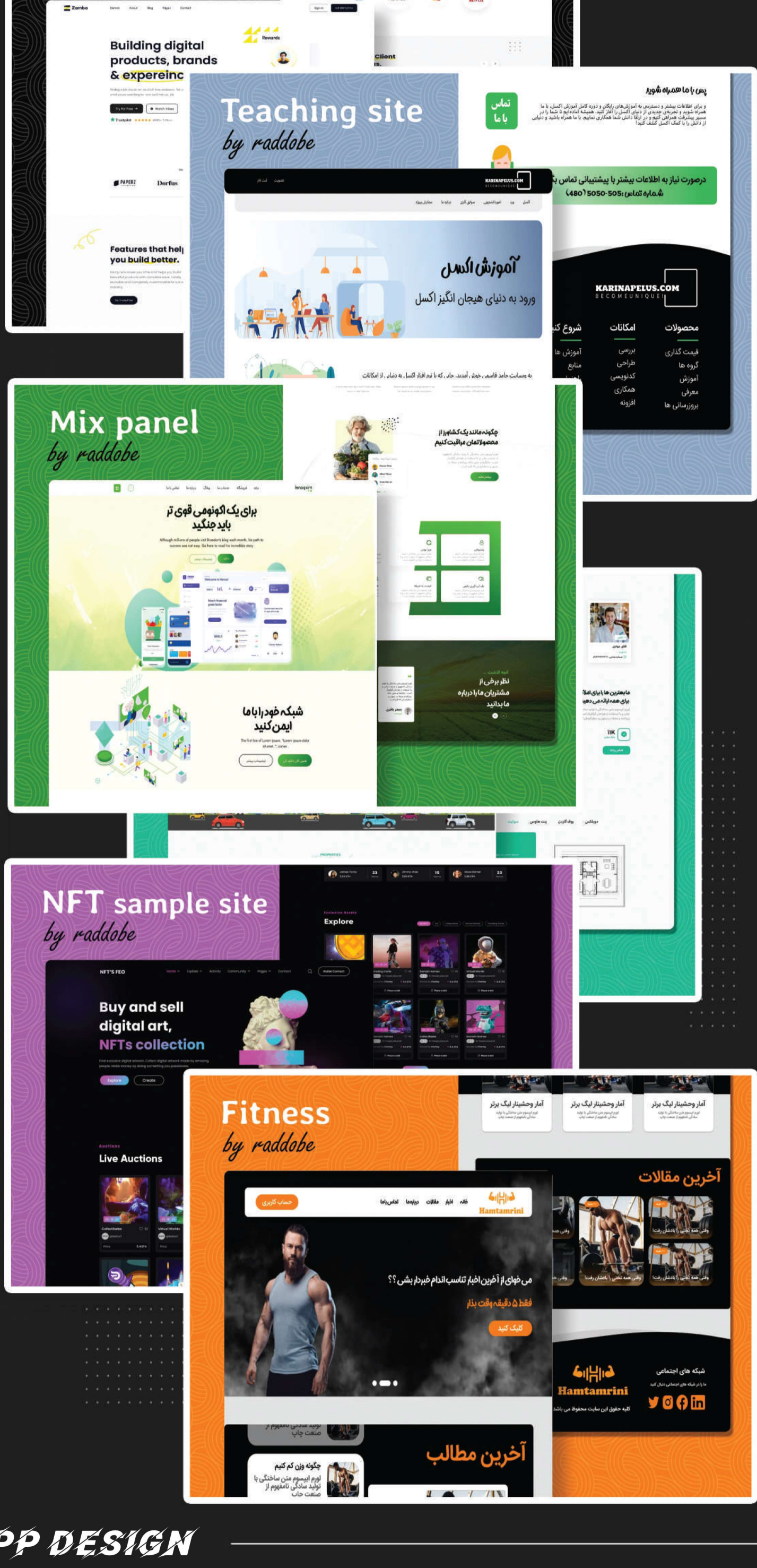
My role

- Writing a **brief** and interviewing the employer to fully determine the purpose of the project
- User research** to find the problem of users
- Persona** design was done according to the result of user research
- And according to the needs of the product, a **mind map** was designed
- Userflow** design to determine the user's path
- Draw a **sketch** as a prototype
- Product **wireframe** design
- UI port design

My role

- Project **style guide** design
- Student panel **user interface** design
- Admin panel **user interface** design
- Interacting with **programmers** for implementation

WEB DESIGN



APP DESIGN



GRAPHIC DESIGN

