BEHROUZ LOTFALIZADEH

UX / UI Designer

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◎ LOCATION : PORTUGAL

SUMMARY

I am a User Interface (UI) and User Experience (UX) Designer with over a decade of experience in the field. I specialize in web interfaces, responsive and desktop application design. I focus on business goals and user needs, paying great attention to detail to create clean and easy-to-use interfaces.

I am also experienced in mobile application design, creating design systems, writing technical specifications, and communicating with developers, QA specialists, and other designers.

I believe that design is first and foremost about creating things that solve specific tasks and meet the needs of users. Aesthetics are important, but they should always be secondary to function.

I am a highly skilled and experienced designer with a proven track record of success. I am confident that I can make a significant contribution to your team and help you achieve your design goals.

WORK HISTORY

Freelancer - Upwork
📅 01/2023 - ◎ Worldwide
- As a UX/UI, I was responsible for designing a new online learning platform for students and instructors. This involved conducting extensive user research and usability testing to better understand the needs and pain points of our target audience.
- Based on the insights gathered from user research, I collaborated closely with product managers and developers to define user stories and requirements, and to ensure that designs aligned with technical constraints and feasibility.
- To create effective designs, I used a range of design tools such as Sketch, Figma, and InVision to create wireframes, prototypes, and high-fidelity mockups. I also iteratively refined designs based on feedback from stakeholders and users to ensure that the platform was easy to use and met the needs of our target audience.
- To maintain consistency and scalability across the platform, I developed a design system and style guide. This helped to ensure that all design elements were consistent, and that the platform was easy to maintain and update over time.
- To improve the overall user experience of the platform, I conducted user interviews and surveys to gather feedback from users. I used this feedback to inform my design decisions and to make iterative changes to the platform based on user needs and preferences.
- Throughout the development process, I worked closely with front-end developers to ensure that designs were implemented accurately and effectively. I also provided support during the testing and QA phases to ensure that the platform was delivered on time and to a high standard.

UX / UI Designer - Codify College AB
📅 03/2022 - 03/2023 - ◎ Sweden
- Conducted user research and usability testing to inform the design of a new online learning platform for students and instructors.
- Collaborated with product managers and developers to define user stories and requirements, and to ensure designs aligned with technical constraints and feasibility.

UX / UI Designer - Geeks.ltd
📅 02/2021 - 02/2022 - ◎ United Kingdom
- Created wireframes, prototypes, and high-fidelity mockups using Sketch, Figma, and InVision, and iteratively refined designs based on feedback from stakeholders and users.
- Developed a design system and style guide to maintain consistency and scalability across the platform, and documented design decisions and specifications to ensure alignment among the team.

UX / UI Designer - Beyondmegasoft
📅 01/2019 - 01/2021 - ◎ United Kingdom
- Created wireframes, prototypes, and high-fidelity mockups using Sketch, Figma, and InVision, and iteratively refined designs based on feedback from stakeholders and users.
- Developed a design system and style guide to maintain consistency and scalability across the platform, and documented design decisions and specifications to ensure alignment among the team.

Freelancer
📅 05/2016 - 01/2019 - ◎ Worldwide
- As a UX/UI, I was responsible for designing a new online learning platform for students and instructors. This involved conducting extensive user research and usability testing to better understand the needs and pain points of our target audience.
- Based on the insights gathered from user research, I collaborated closely with product managers and developers to define user stories and requirements, and to ensure that designs aligned with technical constraints and feasibility.

EDUCATION

Software engineering - Diploma
Azad University
📅 2011 - 2013

Software engineering - Bachelor
Azad University
📅 2013 - 2015

SKILLS

Figma	Prototyping	Graphics
User Interface Design	Mobile Application Design	Teamwork
Mobile Applications	Adobe Photoshop	Social Media
Graphic Design Software	Adobe Illustrator	InVision
Communication	Wix Website Builder	User Experience (UX)
Adobe XD	WordPress	HTML5
Responsive Web Design	Logo Design	rive
Web Application Design	Usability Testing	Design
Web Design	User-centered Design	Graphic Design
Wireframing	User-centered Design	Visual Design

LINKS

Portfolio

instagram

Dribble

Codify College AB

Codify College NFT

Elearnovin

My Shop

BM Application

Bigmoment App