

Mahsa Keyhani

UI/UX Designer

✉ mahsa.kayhani@gmail.com
🌐 www.mahsakeyhani.com
🌐 linkedin.com/in/mahsakeyhani

EXPERIENCE

UX/UI Designer, Smood (Zürich, CH)

SEP 2021 - Now

- Identified and improved the UI/UX issues of the website.
- Created user flow and high-fidelity prototypes.
- Designed interaction and UI elements

UX/UI Designer, Academy Xi (Sydney, AU)

OCT 2020 - APR 2021

Completed a project-based course in UX/UI design and worked on two real-world projects with client companies.

Memento Media

My main role was to identify usability and UI issues, improve the user flow, and create high-fidelity prototypes ([check it out](#)).

MyCareSpace

Improved the interaction and visual design of a disability support website, and conducted user testing in a 6-week sprint.

UX/UI Design Intern, Kiindred (Sydney, AU)

AUG 2020 - OCT 2020

Identified and improved the usability and UI issues of the mobile app, and created high-fidelity prototypes for the app's new features.

Achievements:

- Based on a usability test I performed, my redesigns improved the usability of the app significantly.
- Received a job offer at the end of my internship.

Reason for leaving: Relocation to Switzerland.

Freelance UX/UI Designer

JUL 2019 - AUG 2020

UX/UI Designer, Saba System (Remote)

DEC 2018 - JUN 2019

Designed user flow, IA and UI for a mobile app to manage the company's network product and view its logs ([check it out](#)).

Achievements:

- The new design increased their customers' satisfaction

Reason for leaving: End of contract.

EDUCATION & CERTIFICATES

Bachelor of Science, Psychology
Azad University of Karaj | 2009 - 2013

UX/UI Design

Academy Xi | OCT 2020 - APR 2021

User Experience Nanodegree

Udacity | FEB - MAY 2020

Visual Elements of UI Design

California Institute of the Arts | 2018

Introduction to UI/UX Design

TAFE NSW | 2018

Graphic & Digital Design

Tehran Institute of Technology | 2015

SKILLS

Design

User flow, Information Architecture, Sketching, Wireframing, Prototyping and Illustration using different tools such as Figma, Invision, Sketch, Adobe XD, Photoshop & Procreate.

Research

User Interviews, Persona, Competitive Analysis, Usability and User Testing, A/B Testing.

Others

Basic HTML/CSS knowledge, Webflow, Miro, Zeplin, Lookback, Photography.