Design Portfolio

Ali Madani September 2023 +44 7767 596665 alimadaniux@gmail.com

CONTACT

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- alimadaniux@gmail.com

PROFILE

A passionate user experience designer with 6 years of experience, expert in leading design teams to develop mobile apps and websites.

PORTFOLIO

alimadaniux.com

LINKEDIN

Ali Madani's LinkedIn

EDUCATION

BSC, INDUSTRIAL ENGINEERING

UNIVERSITY OF EYVANEKEY 2009-2014

MA, INTERACTION DESIGN

ESTONIAN ACADEMY
OF ARTS
2019-2022
Thesis ongoing

EXPERIENCE

⊙ SENIOR UX DESIGNER | SINCE JUL 2022

LIXONE INC.

Co-founder of Lixone inc. startup. Currently working as the lead designer on the Ironclub fitness app project.

HTML/CSS, Jira, Project Management, Critical Thinking, Agile Method, User-centred Design, React Native, Javascript, Scrum, Kanban, Cross-functional Teamwork, UX/UI Design

PREPROGRAPHER | SINCE JAN 2023

GEORGE HERIOT'S SCHOOL

Managing the running and upkeep of all reprographic needs for all school departments and offices.

Collaboration, Problem-solving, Adobe Creative Suite, InDesign, Illustrator, Photoshop

DESIGN TEACHER | SINCE MAR 2021

SOFTWARE DEVELOPMENT ACADEMY

An in-depth design course taught remotely over 6 months.

User Persona Development, Accessibility Design - WCAG guidelines, Visual Design, Interaction Design, Information Architecture, User Research, Communication, Project Management

ROBOT OPERATOR | AUG 2021 - MAY 2022

STARSHIP TECHNOLOGIES

Remotely operating and resolving the technical issues of delivery robots that function internationally.

Adaptability, problem-solving, Attention to Detail, Collaboration, Cross-functional Teamwork, IT Computer Proficiency

SENIOR UX DESIGNER | SEP 2018 - AUG 2019 ANYA

Building intuitive and educational digital products.

UX/UI Design, information Architecture, Prototyping, Usability Testing, Critical Thinking, Reduced Bounce Rates, mproved Conversion Rates, Increased User Satisfaction, Gamification

○ UI/UX DESIGNER | NOV 2017 - JUN 2021

FREELANCE

Designing graphics, presentation design and motion graphics for TEDx Talks, Art University of Tehran and Tehran University. Metrics-Driven Design, Wireframing, Prototyping, User Persona Development, Visual Design, Time Management

O DESIGNER / VIDEOGRAPHER | JAN 2016 - NOV 2017

VAHOOMAN ADVERTISING AGENCY

Freelancers working together to deliver advertising content including motion graphics for Vahooman agency.

Graphics, Prototyping, Agile Methodology, Trello, Crossfunctional Teamwork, Client/Stakeholder Management, Illustrator, Photoshop, AfterEffects, Adobe Encoder

OUX DESIGNER | JAN 2015 - NOV 2017

TERMEH SPORTS

Designing a fitness app and trainer's online platform.

Responsive Design, Usability Testing, information Architecture,
UX/UI Design, Google Analytics

SKILLS

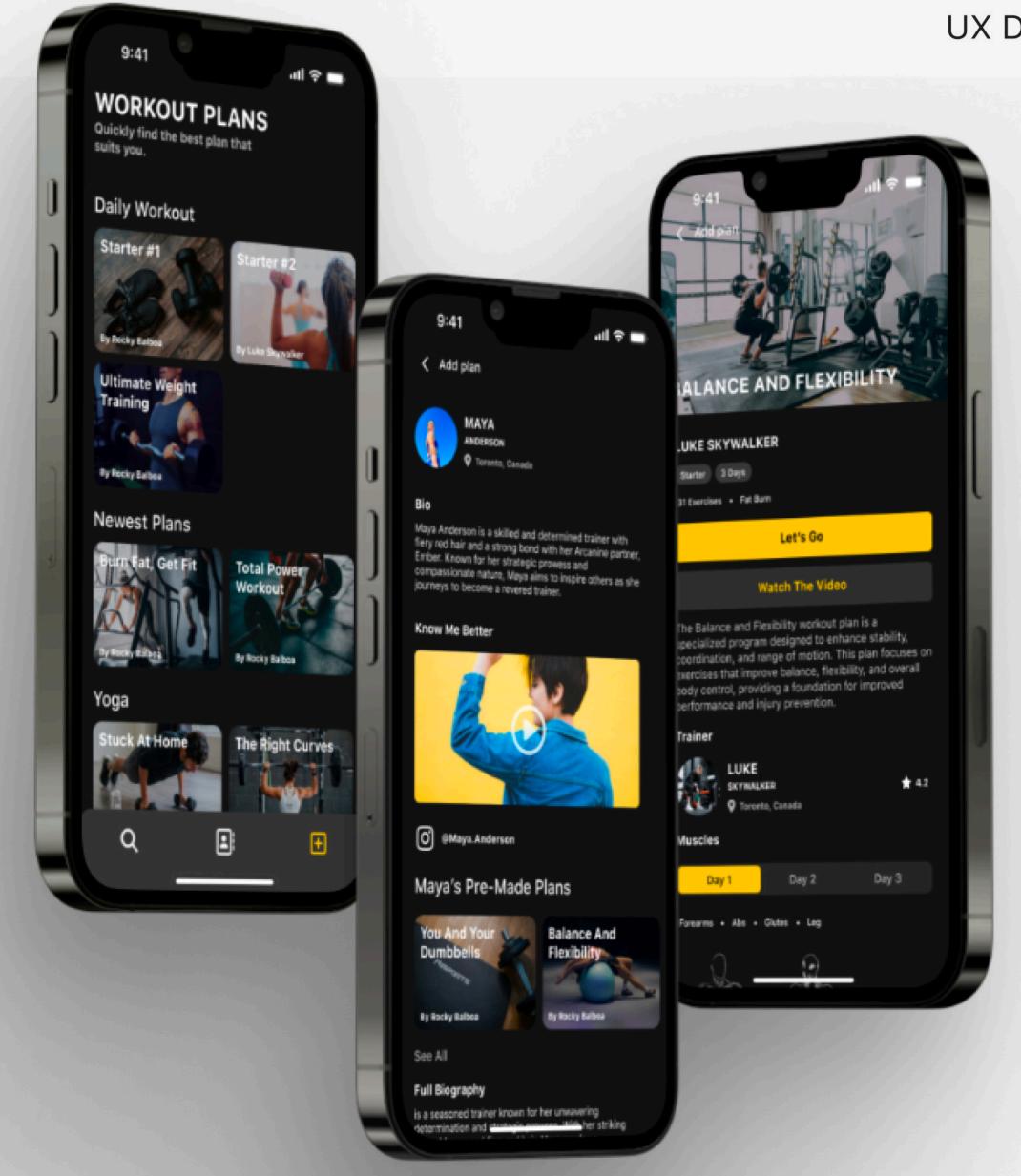


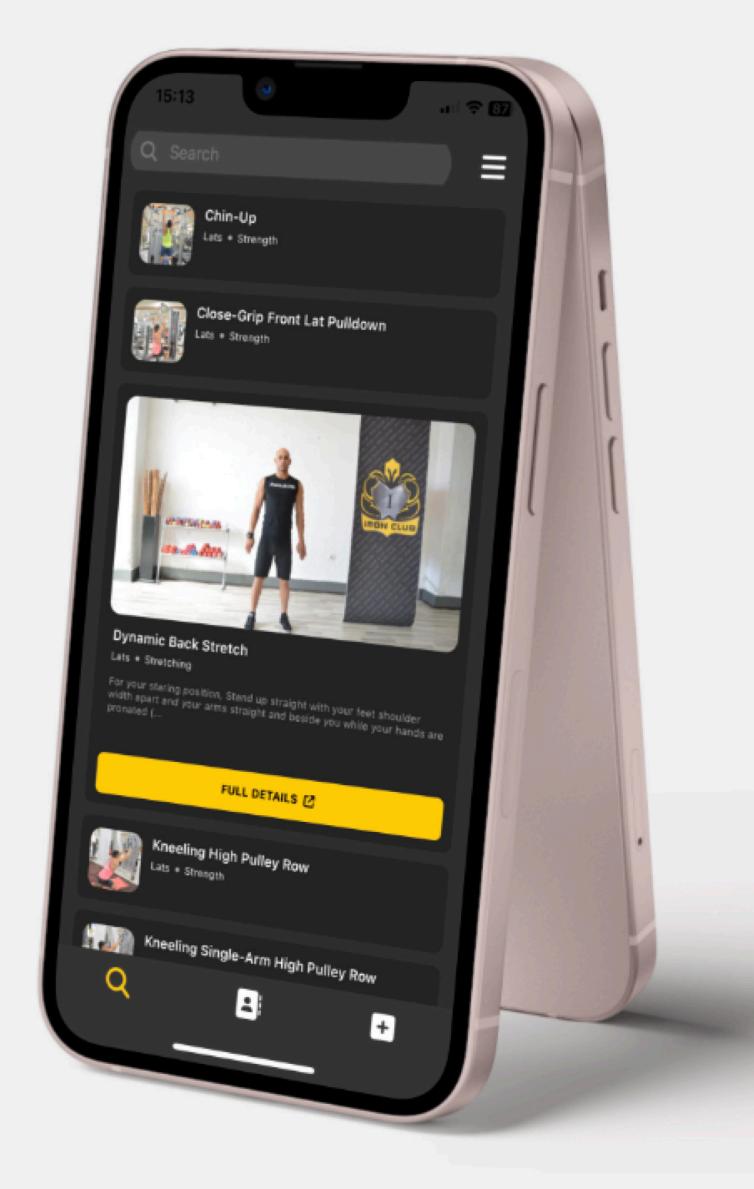


As the Lead UX Designer in this project I managed the product's visual system design, implementation and usability testing. As a team we used the agile scrum method to produce all the elements and to deliver them to the development team. My role involved project management and problem solving.

Ironclub's 'Workout Plans' feature empowers users of all fitness levels and goals by connecting them with expert trainers. These trainers offer personalised workout plans and guidance, ensuring that users receive the support and expertise needed to achieve their desired results. Additionally, it is empowered by ChatGPT 3.5 Artificial Intelligence engine to generate workout plans.







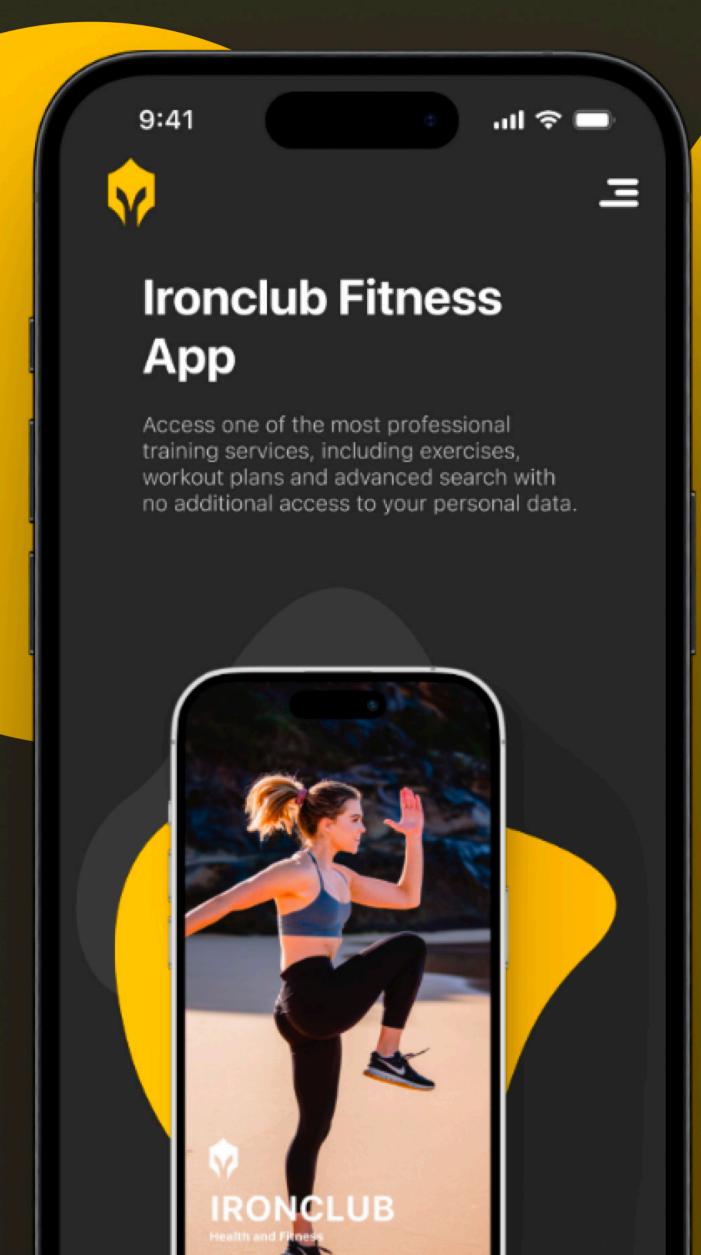


Designing the trainer's dashboard project for Ironclub created a robust tool that empowers fitness trainers to create customised workout plans for app users. In-keeping with the design system and style of the app this dashboard provides trainers with access to an extensive database of exercises to tailor individual plans, which are then seamlessly integrated into the Ironclub app, providing users with personalised guidance to achieve their fitness objectives.

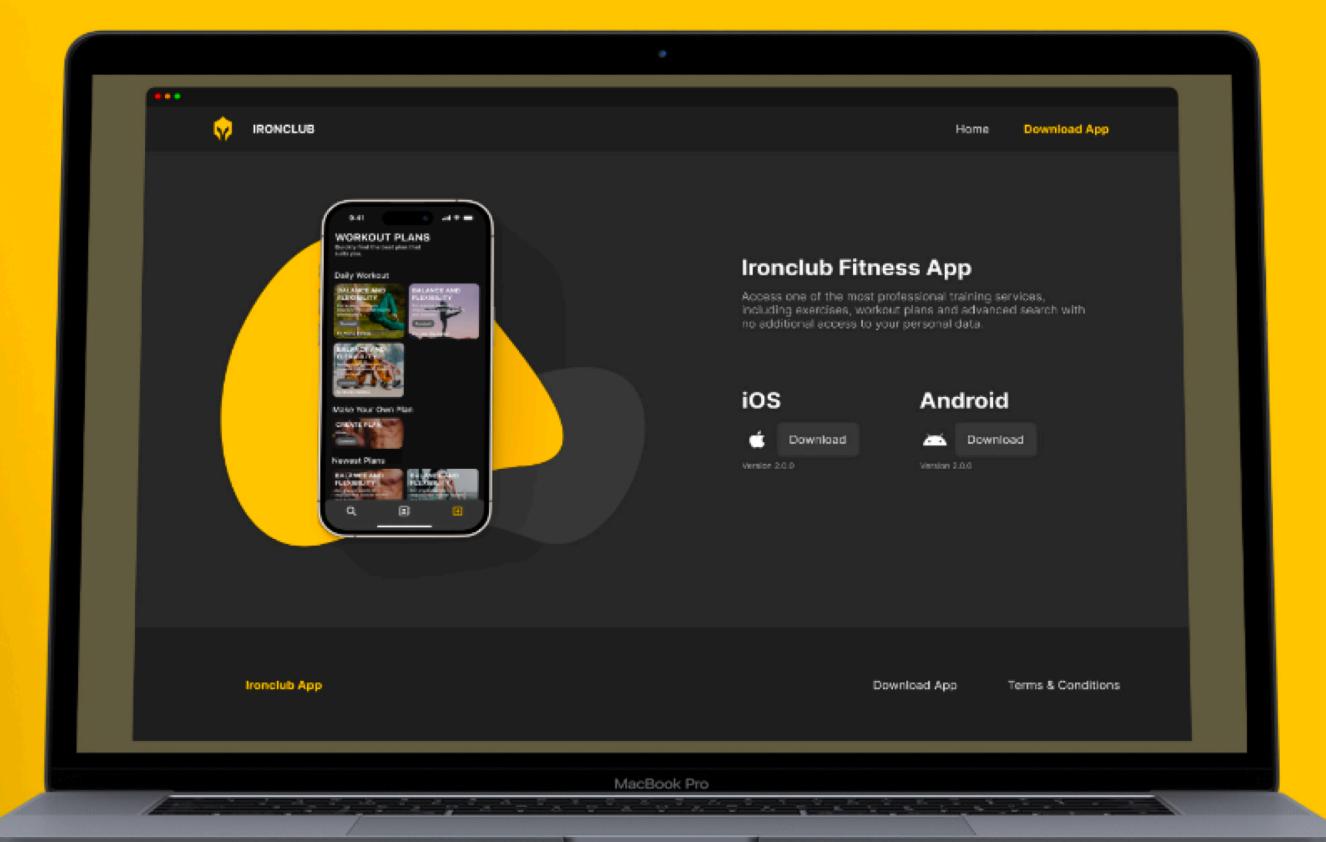
Producing the wireframes, evaluating the structure of the product and passing these onto development were my main responsibilities in this project.

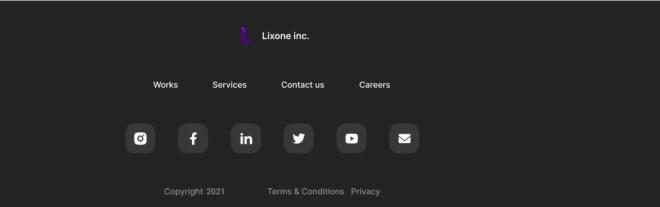


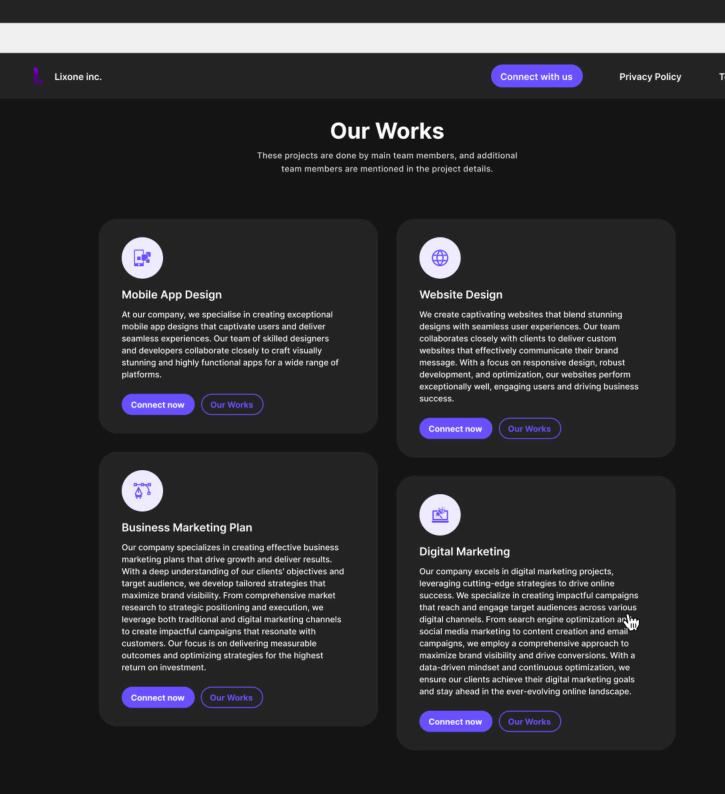


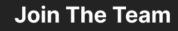


The Ironclub website is designed to be the public-facing interface for users to access the download links and legal policies. It is a responsive design across all browsers. As a promotional and public-facing platform the web design reflects the professional team behind the app.





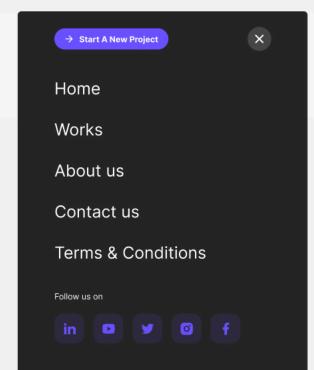




You can attend in our public product meet ups or to apply and join the team as a volunteer or a team member to learn to develop a

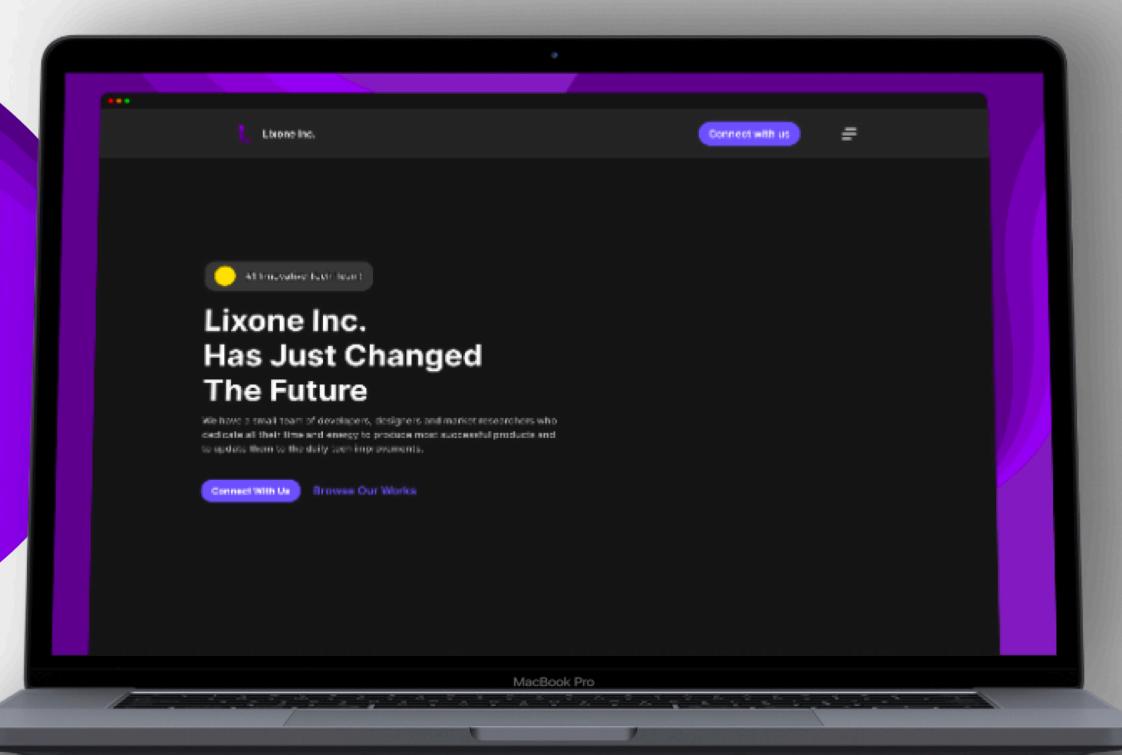
We have different teams and we are flexible to work a-sync with various time zones. There are experienced , skilled and passionate members who love to share their knowledge and let the ideas grow through community and relations.





Lixone's website, designed from the ground up and developed collaboratively by our team, serves as the digital face of our innovative startup. The website showcases our company's mission, products, and services, offering visitors an insight into our unique offerings. With a focus on design and functionality, the website effectively communicates our brand identity and value proposition to potential customers and stakeholders.





marz



Qmarz is a mobile game app, inspired by the rich history of a Persian king. This diverse collection of games offers brain-training exercises across various topics.

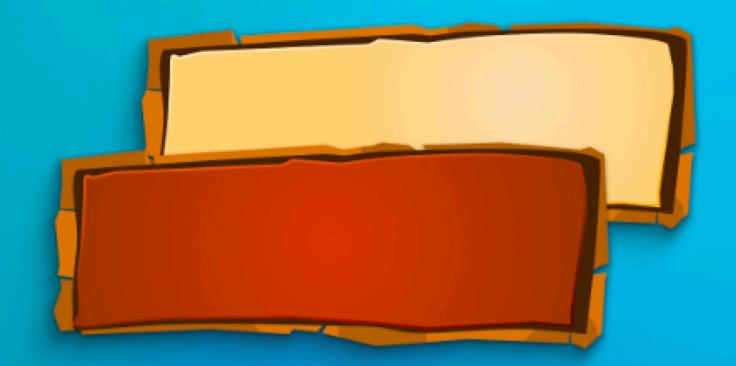


My role in the project encompassed designing the game mechanics in collaboration with the team, creating the entire user experience from screen designs to app flow, architecting the app structure, and developing the components and elements that make up the engaging world of Qmarz. The result is a captivating gaming experience that educates users about environmental issues.





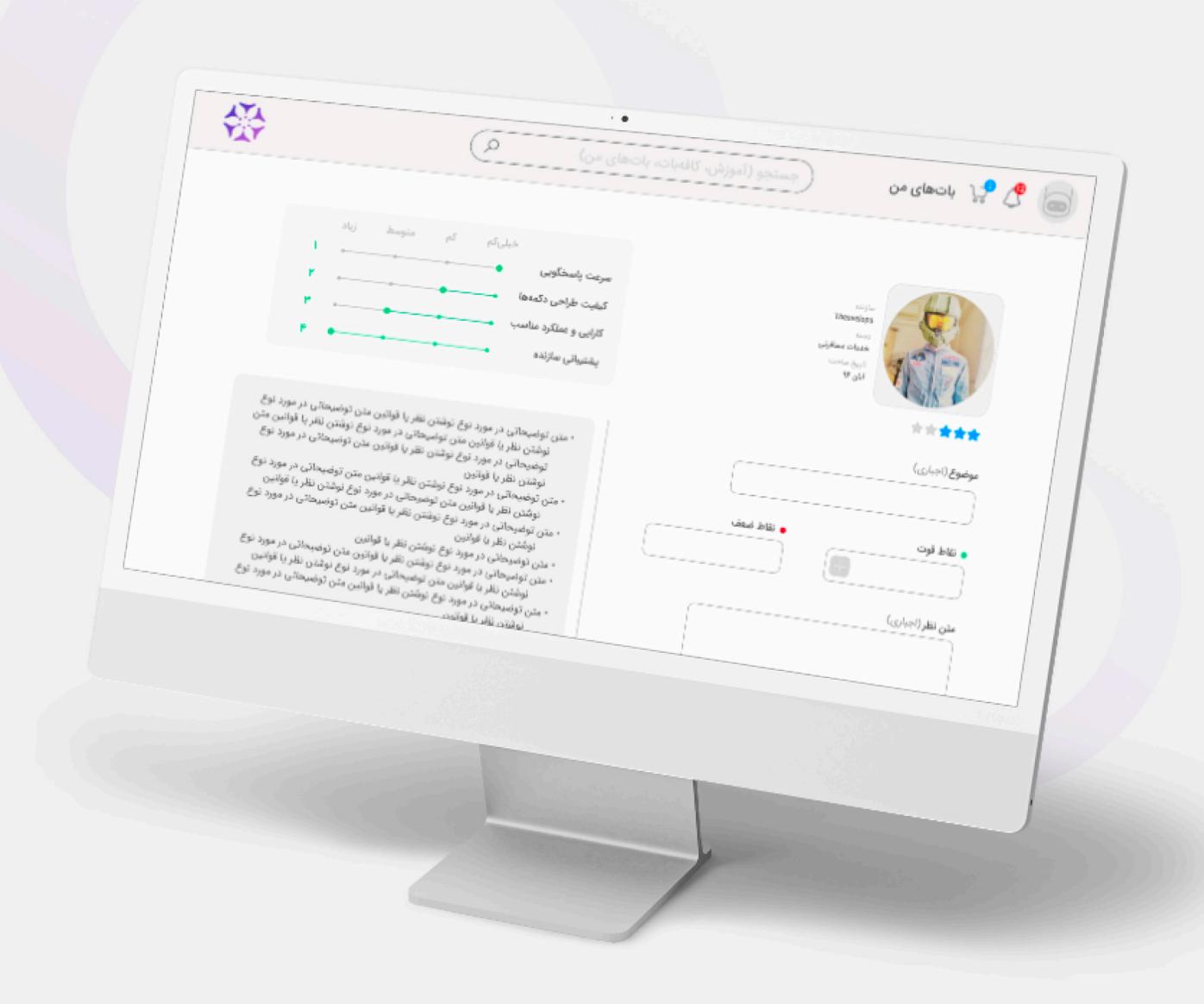
I designed the elements of the app from scratch in Sketch. The components were built to align with the colour palette of the app and took inspiration from the environmental themes of the game.



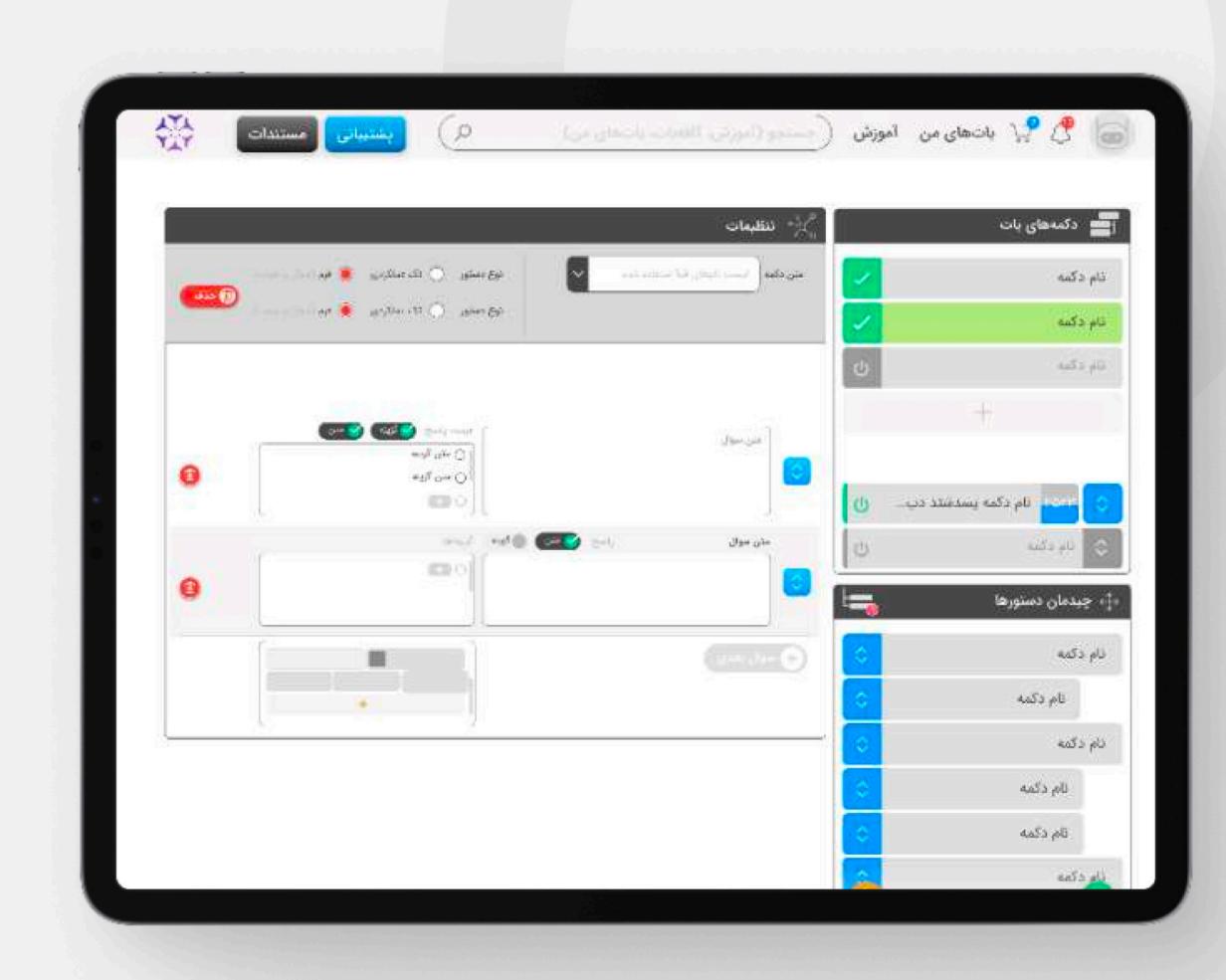


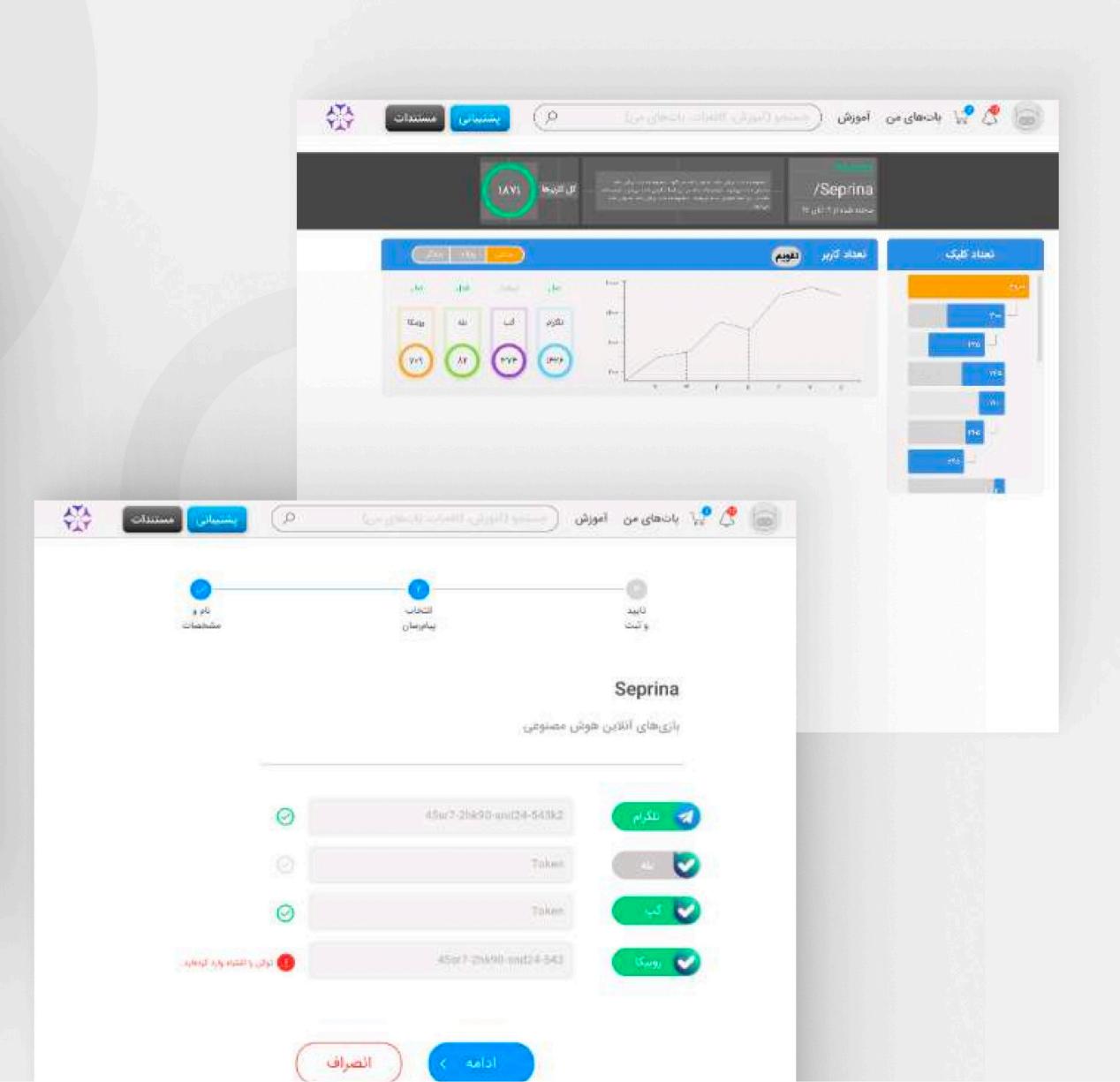
This website was designed as a tool for developers to build social media bots. It provided connection points by using APIs of social media TOKENs. Botmother was including a store for the bots made by developers to be purchased and used by anyone on social media.

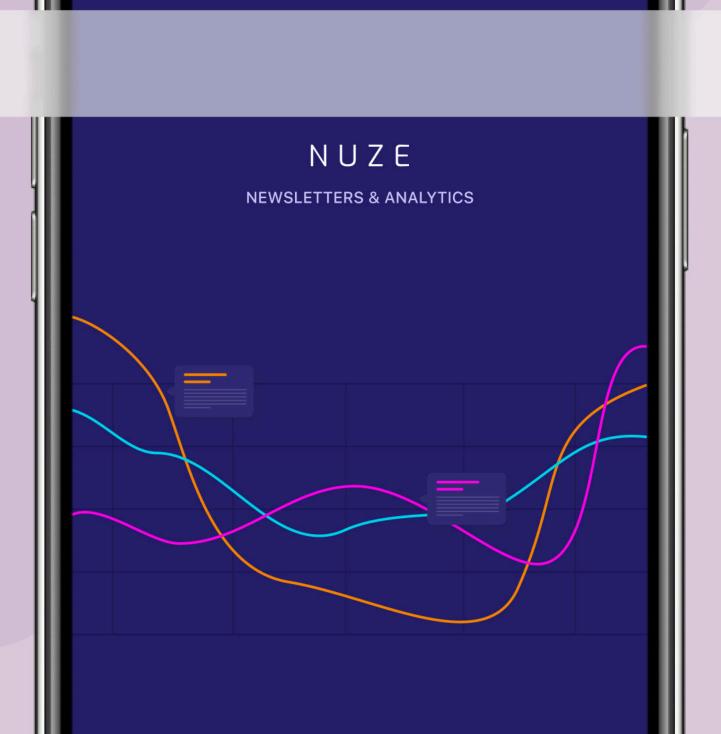
As the Senior Designer of this product, I was responsible for sorting the hierarchy of information and organising the user flow for both 'Bot-Builder' and 'Bot-Store' platforms.





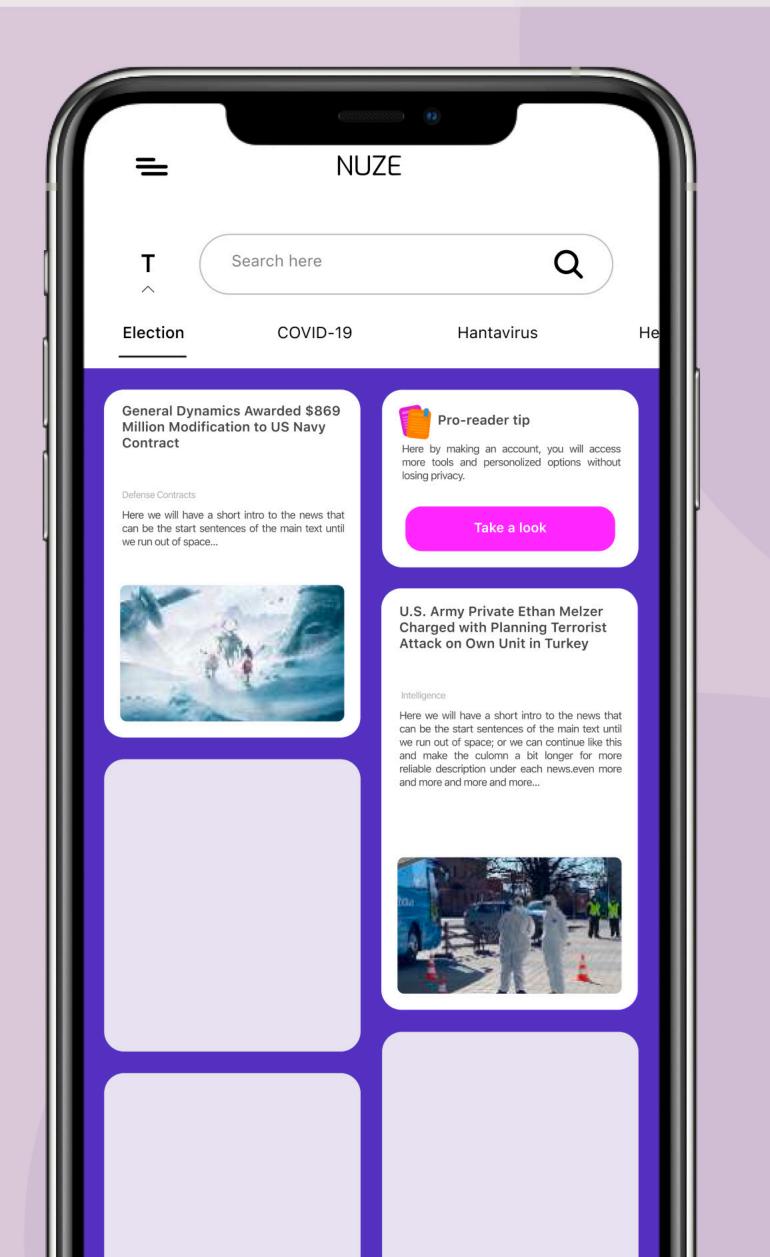






START

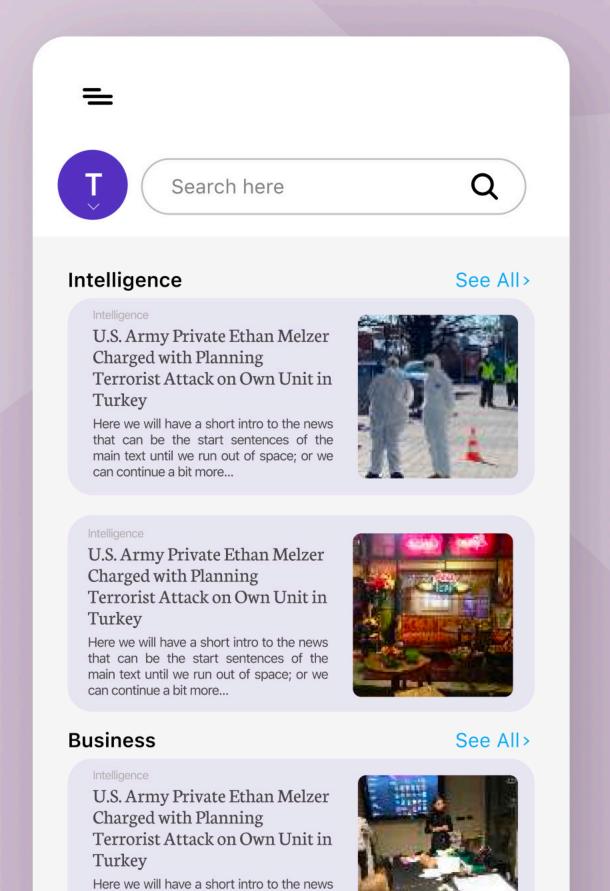
Created by Journalists



The Nuze app was born from the explosion of misinformation and fake news in 2020. As an enthusiastic group of developers and designers we decided to build a news app that would highlight the source of articles and sort them by their sources.



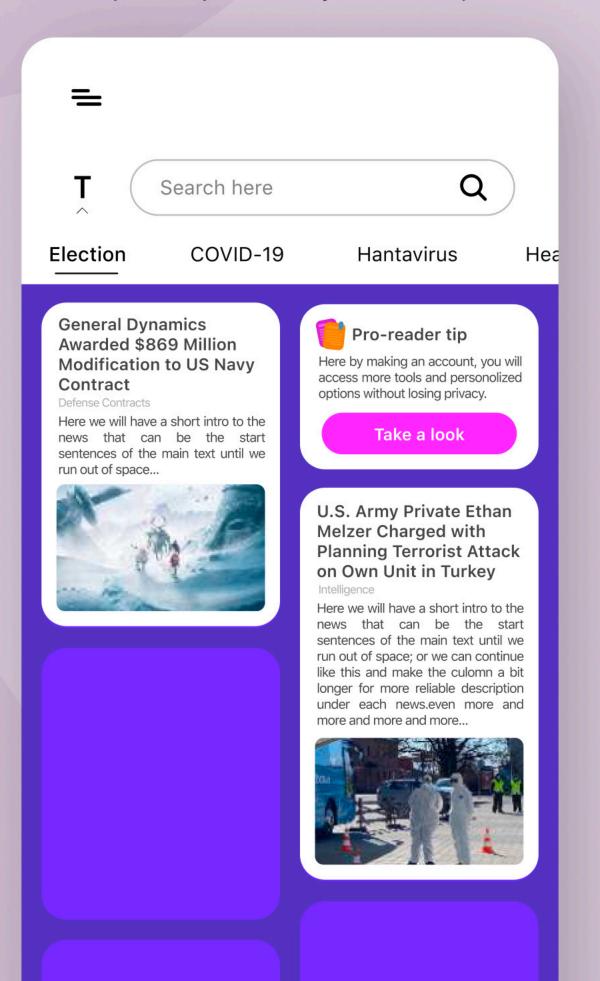
Feed page (Categories + full-width blocks)



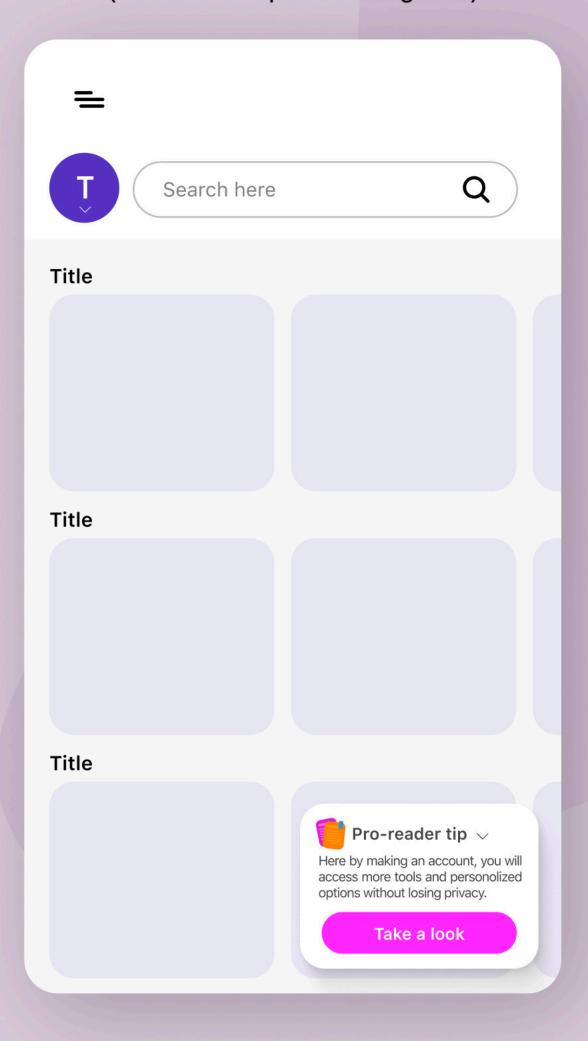
that can be the start sentences of the main text until we run out of space; or we

can continue a bit more...

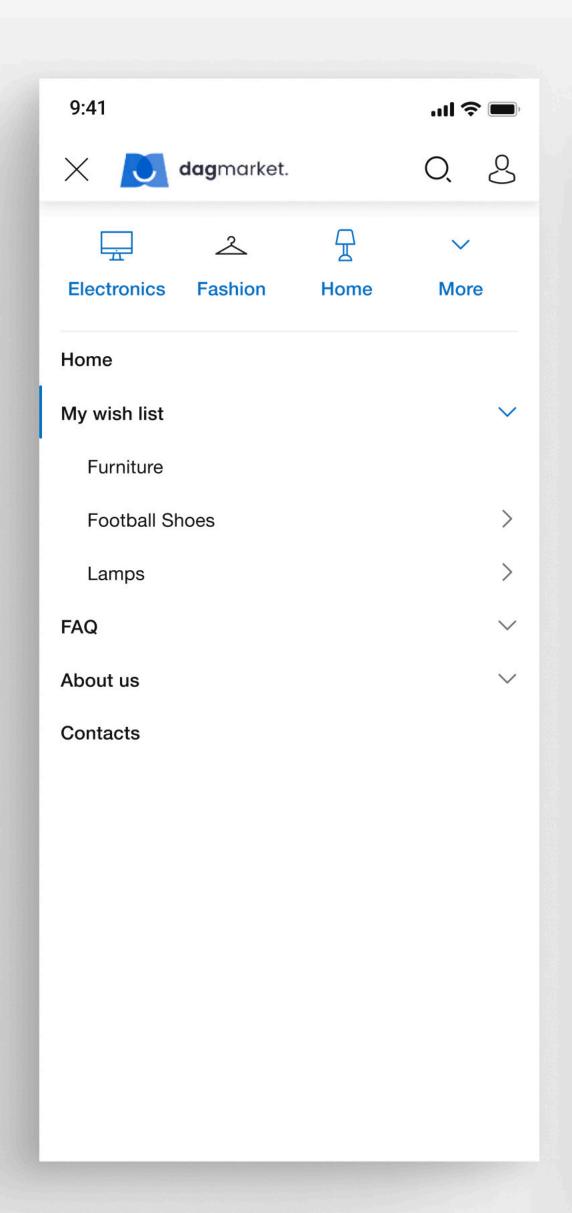
Feed page (Trends provided by Nuze team)

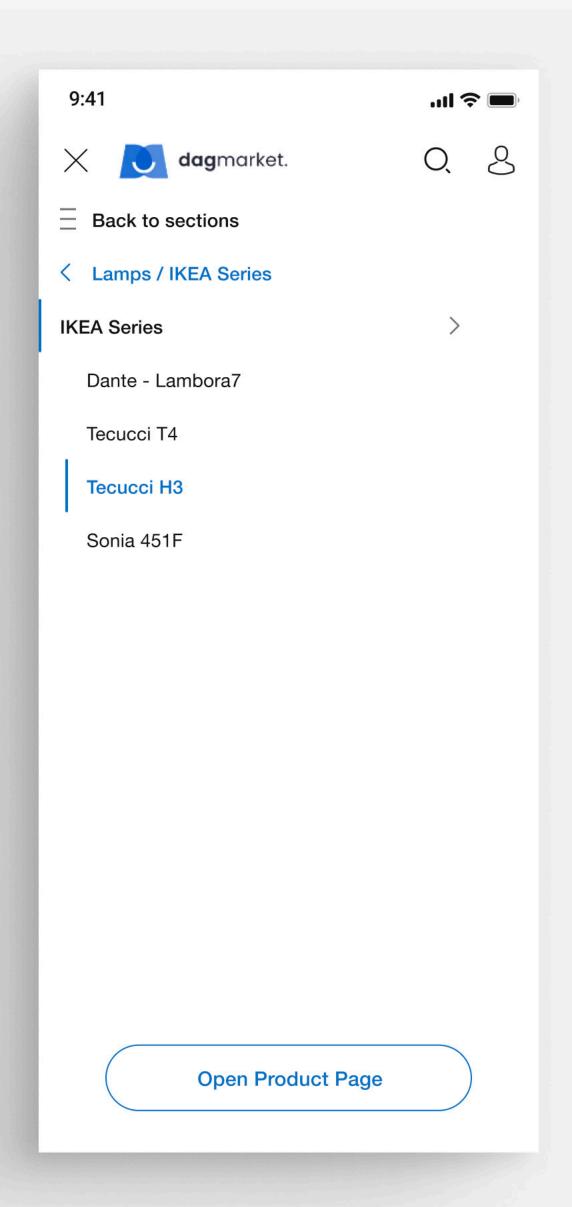


Feed page (Tile view on specific categories)



Designer - Menu Redesign Project - 2019

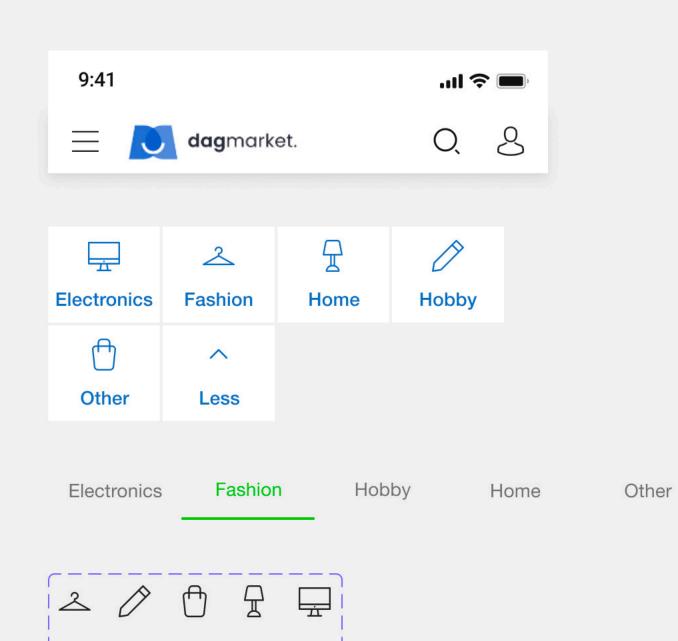




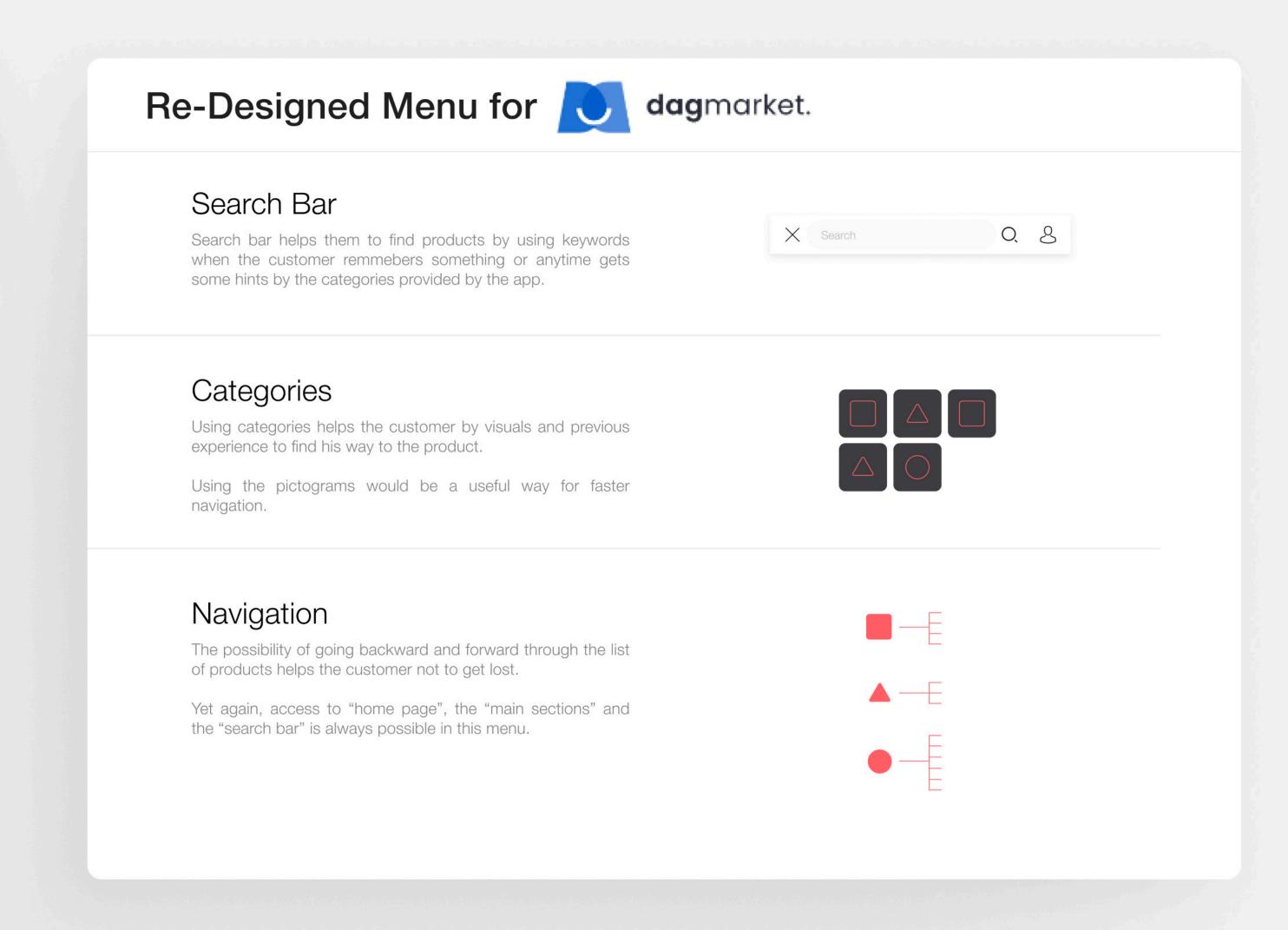


V ^

This project was commissioned by Visioncraft OÜ.



This project improved the menu of a home-furnishings online marketplace. I improved the design to group the information and improve the navigation of the site.







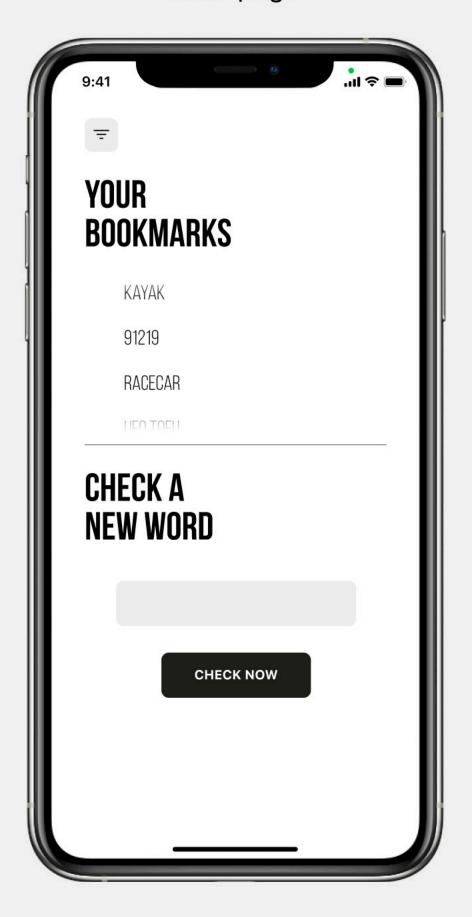
This is an app designed for word play. The app had a stylish and fun interface. This project was a commission from a software developer to create an interactive and experimental mobile app.



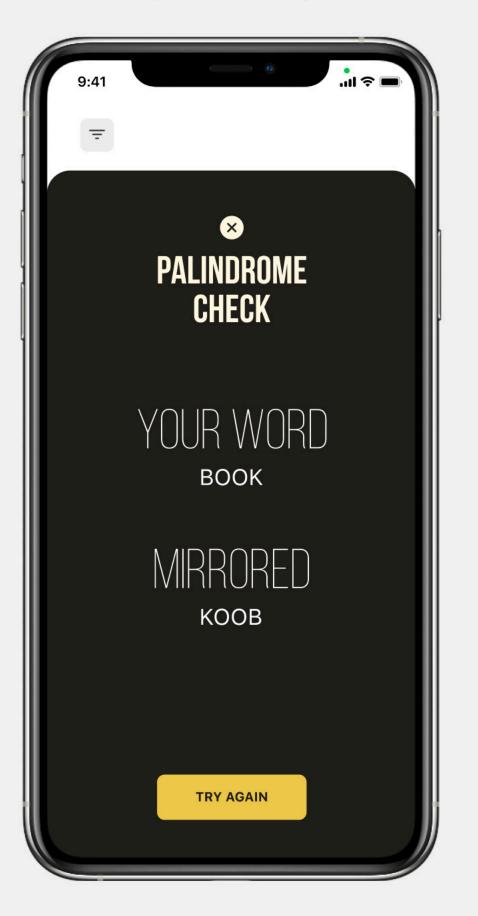
Word Check (light theme)



Main page



Word Check (dark theme)



App Details

