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Falahati

Mohammadmehdi

PRODUCT DESIGNER

EDUCATION

Computer Engineering, BE

Babol Noshirvani University of Technology 2016 - 2020

SKILLS

Design

Color psychology • Namahn Service Design • Google

- Design Sprint Journey Mapping Usability Testing
 - Data Visualization information architecture •
- Interactive animation Prototyping Visual Design
 - Design System Competitive Analysis
 - Heuristic Evaluation illustration •

Software

- Figma Sketch Adobe After effects Invision Studio •
- Protopie Adobe XD Adobe illustrator Photoshop
 - Rive• Blender• Axure RP Metabase Hotjar Google Analytics

CERTIFICATIONS

21st Century Design with Don Norman

THE INTERACTION DESIGN FOUNDATION (IXDF) | 2023

Google UX Design

GOOGLE | 2022

Visual Perception and Design

THE INTERACTION DESIGN FOUNDATION (IXDF) | 2021

Implementing Online Advertising Campaigns

SHARIF UNIVERSITY OF TECHNOLOGY | 2020

in MORE ON LINKEDIN

ACHIEVMENTS

Technological Elite Award

IRAN ELITE COUNCIL | JULY 2019

1st provincial rank in the graphic design section

THE INTERNATIONAL SKILLS OLYMPIAD | JUNE 2018

HealthCare Hackathon Silver Medal

IRAN UNIVERSITY OF MEDICAL SCIENCE | MARCH 2017

WORK EXPERIENCE

Product Designer | Digikala - Digipay

OCT 2021 - PRESENT

- Design human-centered solutions leveraging different Design approaches, such as Namahn service design, Google Design Sprint, Double Diamond etc.
- Help to increase MAC (monthly active customers) from 300k to 350k within 6 months by redesigning and improving the experience of main payment services and designing new features.
- Participating in defining and setting measurable OKRs both in the product line and in the design chapter.

 Through effective teamwork, achieved over 80% OKR completion rate by the end of the year.
- Define, design and improve over 50 design components (Digipay Design Language System) based on the requirements to achieve more coherent and integrated designs and speed up the UI design process.

Product Designer | Roomvu (Canda)

JUL 2022 - DEC 2022

- Spearheaded communication with the CEO, UX Lead, and PM for More alignment and raising design concerns, resulting in an increase in the UX maturity level of the company.
- Data-Driven product redesign of 5 main features using tools like Hotjar and Metabase, which led to an improvement in the flows and the experience of the product.
- Redesign the main landing page based on acquired data and business needs, which led to an 11% increase in conversion rate.
- Redesigning the email marketing service using agile methodology, which helped to increase the engagement of this service by 25% among new users.

Product Designer | Rako

APR 2020 - JUL 2021

- Design the entire end-to-end UX of Rako, a Sports startup specializing in booking tennis courts online, and establish the design system impacting thousands of tennis Athletes and coaches.
- Create storyboards and personas as per users, and incorporated them into design decisions, resulting in interactive and significant design creation.
- Collaborating with PM to define and implement innovative solutions for the product experience and executing the visual design from concept to final hand-off
- Evaluating Solutions by conducting usability testing and measuring behaviours with metrics which led to Improving the app experience and contributed to a 30% increase in daily tennis court bookings.

UI UX Designer | Farazpardazan

OCT 2020 - MAY 2021

- Design and improve the experience of +5 fintech apps and dashboards for banks, Credit institutions, and cryptocurrency exchanges.
- Translating concepts into wireframes based on client briefs, led to intuitive user experiences.

Junior UI UX Designer | Handmade Interactive LLC (United States)

JUN 2018 - JUN 2020

- Design game UI by translating concepts into wireframes and Reflecting the brand identity in the game, also creating landing pages based on game style, gameplay, and branding.
- Identifying design problems and devising solutions to make an enjoyable experience for users.