

Pegah Sargolzaei

Looking for Full Time roles in UX Design or Product Design

<https://www.pegahsargolzaei.com/>

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Education

Humber College,
User Experience Design
2019-2020

Islamic Azad University of QAZVIN
Architecture engineering
2011-2014

About me

From Architecture to UX design, I've learned the utmost importance of the design thinking process, problem-solving, and how to interact with people. Both are deeply about the human experience in interaction either Physical or digital spaces. But in UX, I'm able to develop the structure and flow of products to fulfill the sense of satisfaction and simplicity to Users.

Tools



Illustrator



Figma



Adobe XD



Photoshop



Microsoft 365



After effects

Design Skills:

Design thinking

Story telling

Low-Fidelity

Wire framing

Prototyping

User-Centered Design

UX Architecture

High-Fidelity

UI Design

Usability-Testing

Interpersonal Skills:

Work ethic

Problem-solving

Willingness to Learn

Adaptability

Team wok

Experiences



Project Coordinator and Creative assistant The Home Depot

November 2020 - present
Full-time Contract

- Assisting project manager,
- Generating and organizing all reports and documents,
- Providing weekly updates regarding to weekly updates and deliveries to manager,
- Planning and execution of all internal events, townHalls and communication meetings,
- Designing visual instructions for new employee and associates for the process of Onboarding,
- Improving Onboarding process for ease of access to all essential documents and instructions,
- Running initial steps of new project



UX Designer Canadian Contemporary School of Art

July 2020 - October 2020
Full-time Contract

- Redesigning the CCSA website to improve the user experience through different services are offered,
- Conducting user research in order to find out competitor's successes and challenges,
- Developed the Information architecture and designed multiple users flows regarding the variety of users and multi-role,
- Designed low-Fidelity and High-Fidelity wire-frames, and prototyping
- Planning and execution of all internal events, townHalls and communication meetings,
- Improving Onboarding process for ease of access to all essential documents and instructions,
- Running initial steps of new project



UX student Humber College PACE glass and application

- Designing a running tracker in collaboration with Industrial Design students,
- Improving the experience of marathon runners,
- Designing an application to Facilitate the process of analyzing the data based on the data that has been already stored in the PACE app for both runners and coach,
- Conducting Primary and Secondary research,
- Collaborating in the process of designing AR Glass for runners in terms of comfortability, elegant and visualization.
- Providing Low-fidelity and High-fidelity wireframes,
- Prototyping



UX student Humber College R-7-Threads application (Sustainable Fashion)

- Conducting Context Map Method of research to identify the dimensions of the current problem and opportunity space
- Using Janus Cone as a tool to understand the history and provide background context for our project.
- Conducting Horizon Map Method to establish what is available in terms of sustainability, and what's beginning towards more conciouschoices about the issue, and what we hope to come,
- Providing Low-fidelity and High-fidelity wireframes,
- Prototyping