



NAZANIN ABBAS POUR

UX / UI DESIGNER

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HARD SKILLS

- UX / Product Design
- User Research
- UI / User Interface Design
- Information Architecture
- Usability Testing
- Figma / Adobe XD
- HTML/CSS/Javascript

SOFT SKILLS

- Creative Thinking
- Problem Solving
- Fast-learner
- Detail-Oriented
- Time Management

ABOUT ME

UX/UI Designer with over 3 years of experience, specializing in cutting-edge technology services and products.

Currently, As a UX designer at Lambton College, I'm collaborating with EventLinx to innovate event planning through intuitive digital solutions

Previously at Seneca College, mentored over 100 students in HTML, CSS, and JavaScript, refining technical and front-end skills.

As a TA at UXLand, supported 80+ students in AR-VR projects, including Unity's AR package for game design, and assisted in bringing their innovative concepts to life.

Passionate about accessibility, advocating for inclusive design practices.

WORK EXPERIENCE

UX Designer

October 2023 - Present

- Lambton College

- Conduct comprehensive user research and gather insights to drive design decisions.
- Implement design thinking methodologies to ideate user-centric solutions.
- Create wireframes, mockups, and high-fidelity prototypes for intuitive user experiences.
- Collaborate closely with cross-functional teams, including developers, product managers, and stakeholders, to align design objectives with business goals.
- Conduct usability testing and iterate designs based on user feedback.

Peer Tutor in web development and UX Design

January 2022- April 2024

- Seneca College Toronto

- Conduct one-on-one or small group tutoring sessions on learning center with students studying web development and UX design.
- Assist students in understanding and applying HTML, CSS, and JavaScript principles.
- Stay updated with the latest trends and advancements in web development to provide relevant and up-to-date tutoring.

AR-VR Head Teaching Assistant

March 2021-January 2022

- UXland

- Supporting instructors in delivering engaging and interactive AR-VR courses, ensuring instructional materials and activities are well-prepared and effective.
- Providing technical assistance to students and instructors, resolving issues related to the online learning platform, Unity software, AR-VR tools, and digital resources, ensuring a seamless learning experience.
- Facilitating user research and usability testing activities within the curriculum, helping students understand and apply UX research methodologies in AR and VR contexts.

EDUCATION

College Degree - **Interactive Media Design** Seneca College - GPA: 3.9 , 2024 President's List

Project-based Program - **UX/UI Design** UXLand School-Teacher Assistant Hired Post-Program

Master degree - **Architecture** Azad University - GPA: 3.5