Mina Razavi   User Experience Strategist and Product Designer

User-Centered Problem Solving, Accessibility, and Simplicity are my core values and approach in design and practice.

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Education

◆ MS in User Experience & Interaction Design
Thomas Jefferson University, School of Design & Engineering
Philadelphia, PA
May 2017

◆ BA in Industrial Design
Tehran School of Art and Architecture Azad University
Tehran, Iran
February 2006

Skills . Tools . Methods

Product Design Process
Design Thinking Methodology, Accessibility, and Inclusive Design.

- ◆ User-Centered Research and Analysis — Qualitative & Quantitative Techniques
- ◆ Ideation and Concept Development — Axure, Figma
  - ◇ Structural Design
  - ◇ Information Architecture
  - ◇ Wireframe & Prototype
  - ◇ Interaction Design
- ◆ Iteration — Figma, Sketch, InVision
  - ◇ User Interface & Visual Design
- ◆ Design System Management — Figma, InVision DSM
- ◆ Evaluation & Usability Test

Experience

◆ Manager of UX/UI Design, Benchmark Education Company
EdTech | New Rochelle, NY | November 2017 - Current

- ◇ Lead the UX and Product Design strategies and practices to enhance students, teachers, and administrators' experiences.
- ◇ Collaborate with product and development teams to build user-centered experiences and products.
- ◇ Established a user-centered research and product design process adopted from the Design Thinking Methodology.

◆ UX Lead, Stealth Mode Startup Company
Philadelphia, PA | September - October 2017

- ◇ Managed the UX and Product Concept Development.

◆ Digital Production Specialist, Delphic Digital (AKA Hero Digital)
Digital Agency | Philadelphia, PA | June 2016 - May 2017

- ◇ Collaborated with Digital Production, UX, Front-end, and Back-end development teams, designing and developing several agile web-based applications and products.

◆ Design Director, Cofounder of Doyer Design Studio
Design Studio | Tehran, Iran | November 2009 - June 2015

- ◇ Directed design and development of digital products, solutions, and concepts.
- ◇ Managed the product team, and was responsible for the development of interaction design, web design, branding identity, and visual design.