

Mina Kheirollahi

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UX Designer with 4+ years of front-end and **user-centred web design** experience, specializing in responsive **digital products** and **usability-driven** solutions, with an academic background in **Computer Engineering**.

Experience

AUG 2025 – NOV 2025

Product Manager and Product Designer Intern | Productito Growth Studio | Tehran, Iran

- Collaborated with cross-functional teams to define user needs and roadmap priorities, contributing to the planning of **3+ key feature releases**.
- Conducted user interviews, competitor analysis, and usability testing to refine user flows and improve task clarity.
- Designed wireframes, prototypes, and high-fidelity interfaces in Figma, contributing to a scalable design system that improved design-to-development handoff by **~20%** and reduced post-release UI issues through close developer collaboration.

MAR 2022 – AUG 2025

UX and Front-End Design Experience | Freelance and agency Projects (combined experiences) | Tehran, Iran

- Designed and developed **8+ responsive, user-centered websites** using Elementor and custom code, improving usability and performance across multiple industries.
- Led iterative UX improvements to navigation, information architecture, and user flows, contributing to **12–18% lower bounce rates** on high-traffic pages.
- Built responsive, brand-consistent interfaces and optimized business and e-commerce websites using UX principles, SEO best practices, and AI-assisted visual assets.

Selected UX Projects

JUL 2026

[Online Medical Appointment Platform](#) | Personal Project – In Progress | Role: UX Designer

- Designing a responsive appointment booking platform with user research, wireframes, and interactive prototypes.
- Creating accessible user flows for appointment scheduling, doctor profiles, and patient dashboards.

NOV 2025

[Shansino Platform](#) | Product Design | Role: Product Designer

- Designed a gamified retail platform for QR-based promotional campaigns and coupon redemption.
- Created user flows and high-fidelity interfaces while contributing to product planning.

JUL 2025

[Plant Care App Design](#) | Personal UX Case Study | Role: UX Designer

- Conducted user research and designed an end-to-end mobile experience for plant care management.
- Created personas, user flows, wireframes, and high-fidelity prototypes in Figma.

Skills

UX Research • User Flows • IA • Wireframing • Prototyping • Usability Testing • Design Systems • Accessibility

Technical Skills

HTML • CSS • Tailwind • JavaScript • Wordpress • Woocommerce

Tools

Figma • FigJam • Adobe Photoshop • Notion • ClickUp • MidJourney

Certifications

JULY 2025

Google UX Design Professional Certificate | coursera.org

JAN 2022

SheCodes Coding Workshop | shecodes.io

Education

MAY 2025

Bachelor of Computer Engineering | Azad University, Science and Research Branch | Tehran, Iran

Activities

Reading • Travel • Running