

NASIM ZARE

UI/UX DESIGNER



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ABOUT ME

UI/UX designer with training in Human-Computer Interaction and experience delivering end-to-end digital products. Skilled in user research, prototyping (Figma), usability testing, and accessibility-aware design. Currently completing a Master of Design at Monash University and seeking opportunities to contribute to HCI research teams as an intern or design/research collaborator.

Currently seeking internship or collaborative opportunities within HCI/UX research teams.

EDUCATION

2024 – 2026

Monash University

GPA : 3.625

Master of Design

Focused on UX/UI design, human-computer interaction, user research, and evidence-based design processes through academic and applied projects.

2011 – 2015

University of Applied
Science & Technology,
Iran /GPA : 19.39

Bachelor of Interior Design

Built a strong foundation in design thinking, spatial analysis, visual communication, and creative problem-solving across studio-based projects.

WORK EXPERIENCE

2015 – 2023

Interior Design, Iran

Interior Design Specialist

- Designed residential and commercial interiors, focusing on creating human-centred experiences that balanced functionality and aesthetics.
- Produced high-quality 3D visualisations using 3D Max and V-Ray to prototype spatial concepts and communicate design intent visually.
- Managed design documentation and coordinated with suppliers and construction teams to ensure project delivery aligned with the client vision.
- Collaborated closely with clients to understand user needs, behaviours, and preferences, translating insights into tailored, functional, and visually engaging solutions.

FEATURED UX/UI DESIGN PROJECTS

2024 – Present

Monash University,
Melbourne

Capstone — Monash Mobility Lab Website Redesign (Group Project)

- Collaborative redesign of the Monash Mobility Lab website to better communicate research projects and lab activities.
- My contribution centered on shaping the site structure, refining page layouts, and supporting interaction decisions across key sections.
- Outcome: A high-fidelity website prototype with clearer navigation and improved presentation of research content.

UConnect — Student Community App (Group Project)

- Group project focused on designing a community-driven mobile app to support student connection and campus engagement.

- I contributed to defining user journeys, designing core screens, and translating ideas into a shared prototype with my team members.
- Outcome: A clickable mobile app prototype demonstrating essential community features and flows.

MasterWorks — Art Museum App (Individual Project)

- Individual project exploring the design of a mobile app for discovering artworks, purchasing prints, and sending digital gifts to others.
- I developed the overall structure of the app, designed key screens, and considered usability across the full experience.
- Outcome: A complete high-fidelity mobile prototype covering browsing, purchase, and gifting journeys.

Self Bloom — AI-supported Wellbeing App (Individual Project)

- Personal concept project exploring how an AI-supported digital product could assist students with reflection, confidence, and motivation during demanding academic periods.
- I shaped the concept, designed core features, and defined interaction flows where AI supports personalised guidance and user reflection.
- Outcome: A functional concept prototype demonstrating how AI-driven support can be integrated into a calm, student-focused wellbeing experience.

***Additional projects and detailed case studies available via ["portfolio"](#).**

SKILLS

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|---------------------|------------------------|-----------------------|-----------------|
| • UI/ UX Design | • User Research | • Prototyping (Figma) | • Wireframing |
| • Usability Testing | • Visual Design(Adobe) | • Communication | • Collaboration |

LANGUAGE

- Persian: mother language
- English: fluent (PTE 73 academic)