



Parastou Moazeni

UX/UI Designer

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Profile

Motivated and creative UX/UI designer with hands-on experience in academic and self-initiated projects. Strong understanding of user-centered design principles, usability testing, and responsive design. Currently seeking a junior or internship role to grow in a collaborative environment. Comfortable working closely with developers thanks to a basic knowledge of HTML and CSS.

Skills

UX/UI Design:

User Research, Wireframing, Prototyping, User Flows, Accessibility, Usability Testing, Responsive Design, Design Thinking

Tools:

Figma, Adobe XD, Canva

Front-End Basics:

HTML, CSS, Basic JavaScript, Responsive Web Design

Soft Skills:

Attention to Detail, Empathy, Communication, Collaboration, Time Management

Educations

Google UX Design Certificate – Coursera / Grow with Google

Completed: Feb , 2025

Learned end-to-end UX process including user research, wireframing, prototyping, and usability testing.

University of Michigan (Coursera) Web Development & Coding Specialization

Completed: Sep , 2024

Covered HTML, CSS, JavaScript basics, responsive design, and accessibility.

Experiences

Customer Service Clerk

Safeway

Apr 2025 – Present,

Provided support and solutions to customer inquiries in a professional and empathetic manner
Collaborated with team members to ensure smooth service operations
Improved communication and problem-solving skills, useful in UX research and user interaction

UX/UI Design Projects

PulseLink – Responsive web App

UX/UI Designer (Solo Project)

January 2025 – February 2025,

Designed a healthcare web app that connects patients to doctors based on specialty and availability
Conducted user interviews, built personas, and created user flows
Designed low-fidelity wireframes on paper, followed by high-fidelity digital prototypes using Figma
Performed usability testing and incorporated feedback into the final design

Navi – Application and Website

UX/UI Designer (Solo Project)

October 2024 – December 2024,

Created a platform for discovering dining spots like restaurants and cafes based on user preferences and occasion
Conducted end-to-end UX process from research to interactive prototyping
Designed layouts with accessibility in mind
Presented case study with design rationale in online portfolio