

Sahar Fekri

**USER EXPERIENCE DESIGNER | INDUSTRIAL DESIGNER |
EDUCATOR**



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Address: Benjamin-Franklin Str. 11b, 63457 Hanau, Germany

Professional Summary

Innovative designer with expertise in UX/UI design, industrial design, and education. Passionate about creating user-centered, impactful learning tools for children and teens. Experienced in blending design thinking with teaching to develop engaging products, such as the Magic Box learning aid. Skilled in Figma, Adobe Suite, and SolidWorks, with a strong foundation in user research and storytelling.

Professional Experience

Siemens Healthineers – UX Designer (Internship)

Erlangen, Germany | May 2023 – August 2023

- Conducted global VUI benchmarking research to optimize user interaction strategies.
- Redesigned 10+ user interactions for Joshu, a radiologist's voice assistant, enhancing usability and functionality.
- Designed a Smart Light concept for Joshu's states, aligning it with UX/UI principles.
- Developed storyboards for patient-centric application concepts, improving user experience.s

Educational Product Design – Independent Project

Tehran, Iran | 2015

- Designed Magic Box, a hands-on learning tool for teens studying technical drawing, as part of an industrial design master's thesis.
- Focused on fostering creativity and visualization skills in art students through interactive and engaging design.

Sepehr Naghshe Iranian Co. – Content Designer & Researcher

Tehran, Iran | 2012 – 2018

- Researched and developed educational content tailored to user needs, focusing on engagement and accessibility.
- Applied user-centered methodologies to refine and optimize instructional materials.

Teaching Experience

Tehran, Iran | 2010 – 2015

- Taught art, technical drawing, and design fundamentals to children, teens, and adults.
- Integrated innovative teaching aids, enhancing students' creativity and learning

Zamyad Co. – UX Designer (Internship)

Tehran, Iran | September 2008 - November 2008

- Collaborated with Zamyad Automotive Manufacturing's R&D department to design an accessible and affordable vehicle for wheelchair users.
- Utilized User-Centered Design principles to integrate seamless wheelchair accessibility into the vehicle's design.

Education

M.A. Leadership in Creative Industries

Hochschule Darmstadt (h_da), Germany | 2019 – 2023

- Focus: Developing audience-centric media concepts for real and virtual scenarios.
- Thesis: Redesigning student experiences in master's programs for improved engagement.

M.A. Industrial Design

Art and Architecture Azad University, Iran | 2013 – 2015

- Focus: Research-driven product design with a user-centered approach.
- Thesis: Magic Box – Learning aid for technical drawing lessons to develop teens' visualization skills.

Skills

Design Tools: Figma, Adobe Photoshop, Illustrator, InDesign, SolidWorks, Keyshot.

UX Research & Design: Wireframing, prototyping, usability testing, user journey mapping.

Education & Training: Curriculum development, creative teaching methods, student engagement.

Activities & Certifications

- **Designing for Children's Rights Workshop**, Malmö Chapter.
- **User Research Methods and Best Practices**, Interaction Design Foundation.
- **Character Design Course** (Inverse School, In Progress).