IMAN GARBI

UX/UI Product Designer
based in Barcelona

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🔗 www.imangarbi.com

About

I'm a proactive and detail oriented UX/UI Designer with a great passion about the digital world, new trends and how humans interact with the world through technology. I take creative problem-solving approaches to create products and experiences based on user-centered design.

Commited, flexible and highly capable to adapt to new situations and experience working in a fast-paced international and multidisciplinary environment.

I love to be in constant learning. Always looking to improve, explore and see things from a fresh perspective. I'm passionately curious and autodidact, this is why I'm continuously searching new ways to increase my knowledge.

I'm always up for a good challenge. Learning new things is what keeps me going!

Languages

Spanish	Native
Catalan	Native
Arabic	Native
English	B2.3 - Upper Inter.

Skills

Design Thinking	Experience Design
Design Strategy	Wireframing
Product Architecture	Iterative Design
User Research	Visual Design
User Scenarios	Prototyping
User Journey Mapping	Usability Testing
User Flow	Design Validation

Tools: Figma, Sketch, Principle, Photoshop, Illustrator, After Effects, InDesign, Sketch, Zeplin, InVision, Figma, Principle....

Soft Skills: Creative, proactive, self-motivated, organization, empathic, patient.

Social

medium.com/@imangarbi
linkedin.com/in/imangarbi
dribbble.com/imangarbi
behance.net/imangarbi

Experience

Now
Jul. 2021

Digital Product Designer, Stradivarius, Barcelona

- Working in the entire design process of Stradivarius's Digital product, from initial research, ideation, conceptualization, design, testing and validation.

Fab. 2020
Jan. 2016

UX/UI Designer, Eunoia Digital, Barcelona

- Participation in the entire design process of diferents digital product and services, from initial research, ideation, conceptualization, design, testing and validation.
  Clients: CaixaBank Digital Business, TOUS & Stradivarius.

Fab. 2020
Jan. 2016

Art Director & Visual Designer, McCann, Barcelona

- Conceptualizing and implementing of digital advertising campaigns and social media content. As well building web&app projects, collaborating with UX designers, copywriters, and production team to translate wireframes into excellent user experiences.

Sep. 2015
Jul. 2015

Digital Graphic Designer, Mailify, Barcelona

- Temporal project in which I had to design and implement 200 responsive email templates for Mailify's App.

Sep. 2014
Jul. 2015

Digital Graphic Designer, Testabit, Barcelona

- Participate in brainstorming sessions and the development and execution of those ideas.
- Designing for digital projects such as web, app mobile, digital ads, social media, newsletters, e-books, etc.
- Digital illustration for Social media, e-books and blogs.

Jul. 2014
Jul. 2013

QA Tester Intern - Ecommerce, MANGO, Palau

- I was part of the Quality department to develop and execute exploratory and acceptance testing to ensure product quality.

Nov. 2012
Jan. 2013

Freelance Graphic Designer, ‹Undefined›

- Branding project.

Education

2018
2019

UX/UI Design Master's Degree
RAMON LLULL - Barcelona, Spain

2011
2015

Bachelor's Degree in Advertising abd PR
Universidad of Girona, Spain

2009
2011

Graphic Design Technician
EASD Pau Gargallo, Badalona, Spain