

Esmee Rezvani

EXPERIENCE

2022 - PRESENT
The Eden Movement
UI/UX designer

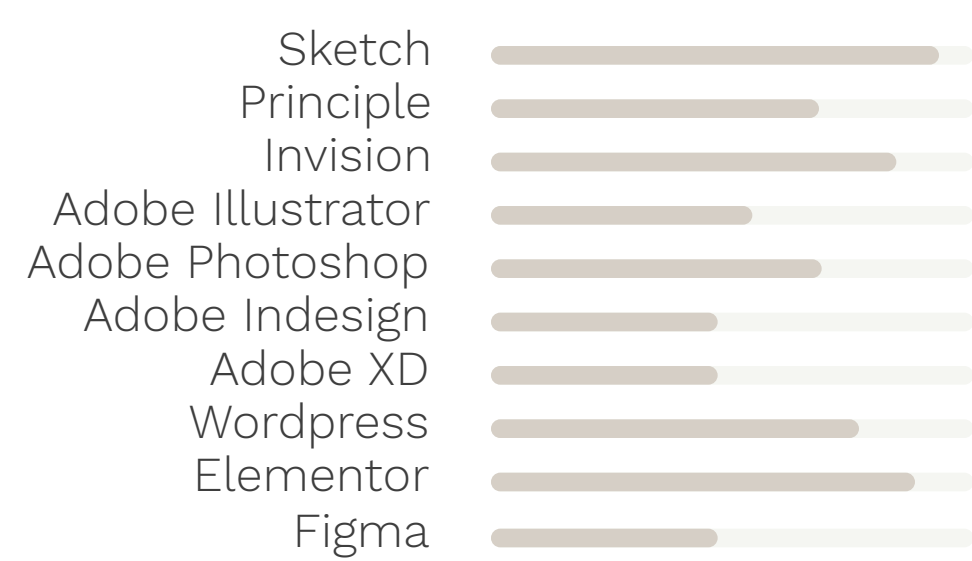
2021 - 2022
Prodcut League
UI/UX designer

2017 - 2021
Rezvani Design
Freelance UI/UX designer

2018 - PRESENT
Appec
Freelance web- and app designer

2018
KEXCOM
UI/UX designer

SKILLS



CONTACT

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EDUCATION

2017 - 2018
New York Code and Design Academy
User experience / User Interface Intensive, 480 hours
B. Startup School Amsterdam

2013 - 2017
BBA - Hotel Management School Maastricht
- Management internship Compass Group - Formula management
- Specialization: New Business and Essentiels in Foodservice
- Operational internship One&Only hotel Cape Town

2007 - 2012
HAVO - Griffland College Soest

COURSES

2020
UX design masterclass
UXDMC - Filament

2018-2019
Illustrator basics & Photoshop CC
Udemy

ABOUT ME

My career started in the hospitality industry. Making guests feel comfortable is what appealed to me most.

After finishing the Hotel Management School in Maastricht, I dived into the world of user experience. Here, my passion for design grew. After two years of experience with freelance jobs, I found a way to combine these two skills. I love to help businesses in different branches while understanding the needs of the customers.

I'm specialized in website and app design, user experience, branding and graphic design.

In my spare time, I'm exploring the world on my roller skates, slide down snowy mountains on my snowboard, design and sew new cloths and going on hiking trips with my friends.

LATEST PROJECTS

2021
QRID

For who: Product League & MultiTankCard
What: Charging your EV through an app
Deliverables: App & dashboard design
Responsibility: Wireframes, graphic and visual designs, user testing
Team: 1 UX designer, 1 Business analyst, 1 Developer
Duration: 6 months
Current state: In process

2021
HR platform

For who: Product League
What: Intern project, platform for all HR related tasks
Deliverables: Research HR market, interviews, wireframes
Responsibility: Market and user research, user interviews, information architecture, wireframes
Team: 1 UX designer, 1 Developer, 1 Business Analyst
Duration: 2 months
Current state: In process

2021
Calamity app

For who: Product League, Coop supermarket
What: Redesign calamities app for all supermarkets
Deliverables: Research problem, interviews, re-design
Responsibility: User research, user interface re-design
Team: 1 UX designer
Duration: 3 weeks
Current state: In use by Coop employees

2021
Innerkidz app

For who: Appec, Innerkidz
What: Platform to help children (8-13 year) making friends, developing talents and boosting confidence.
Deliverables: UX design app
Responsibility: Wireframes, graphic and visual design
Team: 1 UX designer, 2 developers, 1 Business Analyst
Duration: 6 months
Current state: Downloadable in the app store