

Arman Nobari

Product & Motion Designer

// PROFILE

Aspiring role model
Humanitarian
Driven to change the world

On a mission to use design to make
a positive impact in the future.

// CONTACT

MOBILE

916 - 717 - 1142

EMAIL

THEONLYARMAN@GMAIL.COM

// CONNECT

FACEBOOK

FACEBOOK.COM/ARMAN.NOBARI

TWITTER

@REALHERITAGE

LINKEDIN

LINKEDIN.COM/IN/ARMANNOBARI

PORTFOLIO

ARMANNOBARI.COM

// EDUCATION

BA COMMUNICATIONS FOCUS: MASS COMMS

2008 - Fall 2013
Cal. State Sacramento

// EVENTS

GUEST LECTURER

UX & Design Psychology, CSUS

DESIGN SPRINT

Google & Semi-Permanent "+20" Workshop
1 of 20 Designers Chosen Globally

PRODUCER / FOUNDER

Sac30 US Design Workshop
Collab w/ Google Designers, Industry
Experts, and top Freelancers

// EXPERIENCE

WHISTLE LABS

SR. VISUAL DESIGNER
VISUAL DESIGNER

JAN 2014 - PRESENT

All-around visual design encompassing product, motion, web, mobile (iOS & Android), photography, prototyping, brand design, and marketing. Lead the redesign of core app features, including on-boarding, new device setup, and GPS tracking (primary use case). Helped the founders with pitch decks, and presented prototypes to the entire company. Designed through the acquisition of our biggest competitor, the launch of a new product and Whistle's acquisition by Mars Petcare.

ARMANTHEDESIGNER.COM

FREELANCE VISUAL DESIGNER

JAN 2012 - 2014

Web design, advertisement concept development, logo design, UI/UX Design, customer and client-facing interface development, concept sketching, visual prototyping, and physical-medium art. Frequent UX Research. Selected as one of 20 designers globally for Google & Semi-Permanent's "+20" design workshop.

// SKILLS

PRODUCT DESIGN

Entire Adobe suite, Sketch, Prototyping (InVision, Principle, Flinto, Marvel). Experience designing for IOT / device-paired products. Huge proponent of gamestorming.

MOTION DESIGN

Both UI and brand-material motion design. Animations of characters, scenes, devices, and visually rich, detailed prototypes suitable for commercials & press demos.

FIELD RESEARCH

Comfortable speaking in front of others, approaching strangers with prototypes, and doing guerilla-style research with target users. Experience synthesizing from research points, and applying those insights in design iterations.