

Anais Ziae-Mohseni

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Education

University of Southern California

Los Angeles, Ca

BA in Graphic Design

Minor in Animation

Skills

User experience design

Visual design

Prototyping

UI/UX animation

UX research

Programs

Sketch

Photoshop

Illustrator

Principle

After Effects

Invision

Experience

Turo - Product Designer, July 2016 - present

San Francisco, Ca

- Designing, researching, and prototyping product features across iOS, Web, and Android
- Working with product and engineering teams to execute features across platforms
- Developing the design pattern library
- Leading UI/UX animation

Pandora - Designer, August 2015 - July 2016

Oakland, Ca

- Designed, researched, and prototyped internal web products
- Worked with engineering and product stakeholders to execute designs
- Wrote research plans, lead focus groups, and one on one interviews to inform design decisions

Ticketmaster - Associate Designer, July 2014 - July 2015

Hollywood, Ca

- Member of the brand refresh team and designed the new brand guidelines
- Designed festival and family event ticketing micro websites
- Worked with engineers and marketing to execute designs
- Designed environments for the NFL Superbowl and Ticketmaster events
- Designed web and print campaigns for the NFL, NBA, and NHL

Hulu - Design Intern, June 2014 - July 2014

Santa Monica, Ca

Taggler - Art Director, July 2013 - July 2014

Los Angeles, Ca

Lyfe Mobile - Art Director, September 2011 - June 2013

Santa Monica, Ca