

MOHAMMAD MAHDI BAGHERI

UI/UX Designer turning complex requirements into intuitive interfaces

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SUMMARY

Multidisciplinary designer with a foundation in engineering and 3D systems. I leverage technical precision and creative strategy to build scalable design systems and intuitive user interfaces. Passionate about solving complex usability problems for fast-paced digital ecosystems.

EDUCATION

- Bilkent University – Bachelor of Graphic Design** 09/2022 – Present | Ankara, Türkiye
Focused on user-centered visual design and motion design. High Honor Student – 80% Scholarship
Courses: Typography, Visual Communication, Design Studio, Digital Media, UI/UX
- Iran Schools Abroad (22 Bahman)** 09/2021 – 07/2022 | Ankara, Türkiye
High School Diploma in Mathematics & Physics (GPA: 88.5%)

EXPERIENCE

- Rabitgigs - Founder & Lead Developer** 10/2025 – Present | Ankara, Türkiye
Founded and developed a cross-platform mobile marketplace connecting university students with micro-employment opportunities. Architected the full application using React Native, Expo, and Firebase, implementing real-time geolocation, secure authentication, and live chat. Managed the entire product lifecycle from high-fidelity UI/UX design to deployment and CI/CD via Netlify.
- Nüve Core Digital Agency – Graphic Designer Intern** 07/2024 – 09/2024 | Ankara, Türkiye
Designed digital campaigns and marketing visuals using Illustrator, Photoshop, and After Effects.
- Freelance Designer – Self-Employed** 12/2020 – Present | Ankara, Türkiye
Designed end-to-end user interfaces and conducted usability testing for local businesses.
- Aseman Faraz Co. – 3D Designer** 06/2018 – 06/2020 | Kashan, Iran
Developed precise 3D visualizations for UAV components, facilitating faster prototyping for mechanical systems.
- Xenon Games – Game Developer** 11/2017 – 02/2018 | Kashan, Iran
Created and published Android games using Game Maker Studio. Focused on player experience and interface flow.

SKILLS

Design Tools: Adobe Photoshop, Illustrator, After Effects, InDesign, Figma. 3D & Prototyping: SolidWorks, KeyShot, Cura
Digital Experience: UI/UX Design, Interaction Flow, Brand Identity. Other: Microsoft Office, Game Maker Studio, VS Code

VOLUNTARY WORK

- Öncü Doner – Waiter** 06/2025 – 08/2025 | Ankara, Türkiye

CERTIFICATES

- Industrial Drawing & Modelling – Aseman Faraz Co. (410 hrs) 2021 | Kashan, Iran
- Game Programming in Game Maker Studio – Aseman Faraz Co. (216 hrs) 2021 | Kashan, Iran

LANGUAGES

Persian – Native, English – Fluent, Turkish – Professional Working, Chinese – Basic

INTERESTS

Electric Guitar | Robotics | UX Research | Art & Photography | Drones | Cross-cultural Design