

# Fatereh Tondro

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## SUMMARY

UI/UX designer with a software engineering background and hands-on frontend development experience. I design user-centered, accessible interfaces with experience across healthcare, education, and social products. With a focus on design systems and responsive design, my technical background helps me collaborate closely with developers and keep designs practical to build, and my current master's in immersive technology is extending my work into immersive technologies (VR/XR).

## WORK EXPERIENCE

### Research Assistant

April 2026 - Present

*RISE*

*Stockholm, Sweden*

- Conduct privacy-focused research related to digital experiences for people with visual impairments.
- Support literature reviews, data collection, and qualitative research activities, including interviews, online forms, and user testing.
- Analyze qualitative data using thematic analysis to identify patterns, insights, and research themes.

### UI/UX Designer / Remote

October 2021 - December 2025

*Perfetto Gruppo*

*Rende, Italy*

- Designed digital products across social media, education, and healthcare using Figma, UX research, and prototyping to improve usability and visual clarity.
- Built a clinic management system using Minimalist UI Design System, creating patient, doctor, and admin dashboards with reusable UI components.
- Developed a student mentoring platform with personalized learning paths, interaction design, information architecture, and scalable UI patterns.
- Designed social networking and mental health app flows, including event discovery, mood tracking, and therapist dashboard experiences.

### Frontend Developer

April 2021 - September 2021

*Hamrahan System*

*Tehran, Iran*

- Developed an accounting system using HTML, CSS, JavaScript, Angular, and SQL, supporting streamlined workflows and accurate financial reporting.

### UI/UX Intern

October 2018 - March 2019

*Kharazmi University*

*Tehran, Iran*

- Redesigned the university's official website, improving navigation, accessibility, and overall usability for 10,000+ users.
- Collaborated with faculty to identify usability issues and implement targeted solutions that enhanced site clarity and functionality.

## EDUCATION

### Master of Design for Creative and Immersive Technology

2024 - 2026

*Stockholm University*

*Stockholm, Sweden*

### Bachelor of Software Engineering

2018 - 2022

*Kharazmi University*

*Tehran, Iran*

## SKILLS & TOOLS

### Design & Research

- UI/UX Design, User Experience (UX), Human-Computer Interaction (HCI), XR Development
- UX Research, Usability Testing, A/B Testing, Persona Development, Information Architecture
- Qualitative Data Analysis (MAXQDA, Taguette), Wireframing, Prototyping, Accessibility Design
- Figma, Adobe XD
- Design Systems

### Technical

- Frontend: HTML, CSS, JavaScript, Angular
- Programming: Python, C#, SQL
- Tools & Platforms: Unity, GitHub, Visual Studio Code, Miro, ClickUp

**Languages:** English (Fluent), Persian (Native), Swedish (Basic)

References available upon request.