JASMINE NEHZATI

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• UX Designer •

UX designer with a background in psychology with a passion for inclusionary and accessible designs.

EXPERIENCE

2020 - Present
User Experience/Product Designer, Freelance
Remote, Seattle, WA
GO Learning Expeditions -
• Desktop design for a supplementary education platform.
• Worked with CEO to produce a website deliverable to a web developer.

2020 - 2020
User Experience Design Fellow
General Assembly, Remote Immersive
• 10 week immersive consisting of 600+ hours of project-based design learning consisting of UX design, UX research, UI design, visual design, and web development.
• Completed 6 projects in an agile environment with mockups and design handoffs.

2018 - 2020
School Psychologist
Mukilteo School District, Olympic View Middle School, Mukilteo, WA
• Conducted psychoeducational assessments including administering and scoring cognitive testing, and behavioral assessments utilizing statistical analyses.
• Observed and collected data to analyze, evaluate, and monitor progress with fidelity.
• Implemented culturally, linguistically, ethnically, diverse, trauma-informed practices.
• Fast-paced environment working with 900+ students and completion of 70 comprehensive evaluation reports each school year (25+ pages per report).

2017 - 2018
Intern School Psychologist
North Clackamas School District, Linwood Elementary, Milwaukie, OR
• Collaboration with school personnel, families, and external agencies.
• Managed data collection and functional behavioral assessments to identify core pain points and create data-driven plans to address them.

EDUCATION

2020 - 2020 • **General Assembly**, Remote
User Experience Design Immersive Certification

2015 - 2018 • **Lewis and Clark Graduate School of Education and Counseling**, OR
Education Specialist, School Psychology, Magna Cum Laude

2011 - 2015 • **California State University, Fullerton**, CA
Bachelor of Arts, Psychology, Cum Laude, Dean's List Award

Tools

Sketch	Microsoft Office Suite
Adobe Creative Cloud	Google Suite
Figma	SPSS
Invision	Miro
Craft	Anima
Zeplin	Marvel

Skills

User Interviews	Visual Design	Usability Testing
Data-Driven	Accessibility	Affinity Mapping
Personas	Advocacy	Wireframing
Life-Long Learner	Intuitive Design	User Flows
A/B Testing	User-Centered Design	Empathetic
Problem-Solving	C&C Analysis	Prototyping