

Roya Ebtehaj

// Product Designer and Prototyper
with a passion for immersive technologies.

✉ roya.ebtehaj@gmail.com

in [linkedin.com/royaebtehaj](https://www.linkedin.com/company/royaebtehaj)

🌐 www.royaebtehaj.me

☎ +1 669 252 9484

EXPERIENCE

Master of Market // UX Designer & Researcher

Los Angeles, CA – Part-time Remote | July '22 - Present

- + Collaborated with Marketing and led UX research to design visuals and interactions for various businesses.
- + Conducted competitive analysis, user research, and usability testing.
- + Created user flows, wireframes, storyboards, and prototypes.
- + Facilitated design reviews with stakeholders and the SEO team.

Lake Tahoe Community College // Adjunct Faculty – New Media Department

Lake Tahoe, CA – Part-time Remote | Dec '22 - Present

- + Taught DMA 121 class: *Artistic Concepts for the Web*.

Santa Clara University // Post-MFA Fellow

Santa Clara, CA | Sept '19 - Sept '22

- + Taught digital art/design courses: Digital Imaging (Arts 174), 3D Modeling & Animation (Arts 173), 3D Printing & XR Intro (COEN 165).
- + Performed research on topics related to the intersection of Art, Culture & Technology.

SJSU // Visual Communication Designer – EE Department

San Jose, California | Aug '16 - May '17

- + Website maintenance and design.
- + Produced promotional videos and designed posters and flyers for the department's events.

Batteroo, Inc. // Multimedia Designer Intern

Sunnyvale, CA | Nov '15 - Apr '16

- + Designed the startup's website.
- + Designed digital content for marketing campaigns, and weekly newsletters for marketing strategies.

EDUCATION

M.F.A. – Digital Media Art

San Jose State University | '2016 - '2019

B.A. – Photography

Art & Architecture Azad University of Tehran (IAUCTB) | '2004 - '2009

PUBLIC SPEAKING

Empower Through Mixed Reality // BEA Annual Conference

Las Vegas, NV | Apr '22

Misinformation in the Post-internet Era // Big Muddy Film Festival

SIU, Carbondale, IL | Feb '22

TOOLS

- | | |
|-------------------|---------------|
| 🔗 Figma | 📄 Adobe XD |
| 🔗 Sketch | 📄 Illustrator |
| 📀 Maya | 📄 Photoshop |
| 🎥 Cinema 4D | 📄 Dimension |
| 🔗 Html + css + js | 📄 Aero |
| 🎮 Unity | 📄 SparkAR |

SKILLS

- + User Experience Research (UXR)
- + User Experience Design (UXD)
- + Sketching & Ideating
- + Conducting Usability Studies
- + Wireframing
- + Prototyping