

Shayan Anousheh

UX / Product Designer



Contact

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Education

Youngstown State University
B.S.A.S. Information Technology (STEM),
Minor in UX/UI Design · Expected May
2028 · GPA **3.79/4.0**

Coursework

HCI
Web Systems
Design + Raster Images
Design + Application
Client Side Scripting Techniques

Design

UX / Product / UI Design, Interaction
Design, Design Systems, Wireframing,
Prototyping, User Research, Usability
Testing, Accessibility (WCAG), Design
Handoff, Responsive (Mobile + Web)

Tools

Figma, Illustrator, Photoshop, InDesign

Front-end

HTML, CSS, JavaScript, React

Certification

Google UX Design Certificate
Coursera

Summary

UX/Product Designer and IT (STEM) student designing end-to-end digital products across mobile and web. Currently a UX Design Intern at Spex. Strong in Figma, design systems, prototyping, and front-end (HTML/CSS/React). Seeking a Summer 2027 UX/Product Design internship.

Experience

UX / UI Design Intern — Spex (Sports Excitement LLC)

Remote · Jun 2026 – Present

- Designed the end-to-end ads and sponsored-posts system for a pre-launch sports social app across mobile and responsive web, defining **6+** ad formats (including a 3-tier marketplace system), informed by competitive analysis of 6 platforms.
- Designed the report / block / not-interested flow (kebab menu to bottom sheet), balancing user experience with monetization needs across cross-functional stakeholders.
- Built reusable design-system components and an icon set with dev-ready handoff; ran WCAG AA contrast checks to keep CTAs legible over imagery.
- Collaborated daily with a **20-person** UX team through slack, incorporating feedback into final designs integrated into the main product prototype.

Graphic Design / UI Assistant — YSU Graphic Services

Youngstown, OH · May 2025 – Present

- Design digital UI displays and campaign systems across **30+** campus screens for events reaching **5,000+** attendees, applying visual hierarchy for at-a-glance legibility.
- Maintain a reusable visual system across on-screen and print touchpoints, reinforcing brand cohesion and consistent patterns.
- Manage 5–10 projects daily from brief to delivery, iterating through feedback, approvals, and handoff under tight deadlines.

Founder & Brand / UI Designer — Placebo Café

Urmia, Iran · Jan 2022 – Aug 2024

- Built the café's full brand identity and design system across 10+ customer touchpoints.
- Redesigned the loyalty program and customer-card experience, increasing returning customers by **50%** within one year.