

MOSTAFA TAGHIPOUR

Senior Product Designer | Design Systems Specialist

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SUMMARY

Product Designer and Design Systems Manager with 6+ years of experience architecting scalable, component-driven design systems and end-to-end digital products for international startups and B2B SaaS platforms across the US, Canada, UAE, Japan, and Croatia. Skilled at bridging design logic with engineering scale translating complex, data-dense requirements into intuitive, high-fidelity interfaces and production-ready design tokens. A background in Social Science Research grounds a research-driven, user-centered approach to product strategy, complemented by growing fluency in AI-assisted design and delivery tools such as Claude and Framer AI.

EXPERIENCE

Product Designer | Design Systems Manager – Roam

Mar 2026 – Jul 2026 | Bend, Oregon, United States · Remote (Contract)

- Improved front-end platform consistency by 45% by rebuilding Roam's design token architecture and shortening design-to-engineering handoff time.
- Cut design-to-frontend back-and-forth by re-architecting intricate business workflows into a scalable, system-driven product infrastructure.
- Simplified data-dense information architecture into streamlined user journeys, lifting usability scores by 10% in testing.
- Led product design across enterprise-scale B2B workflows, translating business requirements into scalable user journeys, high-fidelity interfaces, and production-ready experiences.
- Halved pre-launch UI defects through rigorous, pixel-perfect design QA in close partnership with front-end engineers.
- Fed usability testing and product metrics into a continuous improvement loop, shipping iterative interface updates aligned to product goals.

Design Systems Manager – Inity

Feb 2025 – Feb 2026 | Dubrovnik-Neretva, Croatia (Contract)

- Cut design, product, and engineering alignment gaps, speeding overall delivery and significantly reducing cross-team back-and-forth.
- Balanced strict cross-product consistency with per-product customization needs while scaling the

system to support several live products.

- Led UI/UX improvements across the ecosystem, including dedicated work on the BBR product, turning data-heavy requirements into clean, usable interfaces.

Icon Designer – UI ASTRA Framework

Oct 2023 – Nov 2025 | Peru · Remote (Contract)

- Improved visual consistency across products by designing and shipping a scalable system of 1,000+ custom vector icons.
- Maintained strict legibility at every screen size by hand-drawing every icon on one consistent geometric grid.
- Set the iconography guidelines and asset workflow adopted framework-wide, working directly with product and front-end teams.

Product Designer – Voyager

Feb 2024 – Aug 2024 | London Area, United Kingdom · Remote (Contract)

- Took multi-layered product flows from low-fidelity wireframes to polished, high-fidelity UI across the end-to-end interface.
- Kept every design decision tied to business goals through close, ongoing stakeholder collaboration, ensuring alignment with project KPIs.

UI/UX Designer – Coffee

May 2023 – Jan 2024 | Australia · Remote (Full time)

- Owned core user flows and interfaces for the Coffee product and its AI-driven features from initial concept through final delivery.
- Collaborated seamlessly with remote engineering teams to ensure accurate implementation of design specifications.

UI/UX Designer – Mixer Inc

Sep 2022 – May 2023 | Osaka, Japan · Remote (Full time)

- Bridged international product aesthetics with strict Japanese visual standards, leading cross-cultural visual strategy for the Osaka-based team.
- Delivered specialized Web3 and NFT design projects with Tsubasa Company, ensuring high-fidelity, pixel-perfect presentation across platforms.

UI Designer – Tavanmand (Full-Time)

Nov 2020 – Nov 2021 | Isfahan Province, Iran

- Lifted user engagement by 30%, cut unnecessary support calls by 40%, and increased new-to-active conversion by 15% with a redesigned elevator management app.
- Replaced phone-based manual follow-ups with a self-serve monitoring and control interface usable

even by low-tech-literacy residents.

- Collaborated with cross-functional teams to ensure smooth rollout and adoption among residents.

EDUCATION

- **Master's Degree in Social Science Research** – University of Tabriz
- **Bachelor's Degree in Social Science Research** – University of Birjand

SKILLS

Design & Research	Product Design, Design Systems Creation & Management, Design Tokens, UI/UX Design, Wireframing & Prototyping, User Research & Persona Development, Usability Testing & Analysis, Information Architecture, Interaction Design, Style Guide Development, Icon Design & Iconography, Visual Design Principles, Responsive & Adaptive Design
Tools & AI	Figma, Framer, Claude, Adobe XD, Illustrator, Miro, Zeplin, Notion, Slack, Jira
Soft Skills	Cross-Functional Leadership, Creative Problem Solving, Attention to Detail, Adaptability, Time Management, Critical Thinking, Presentation & Storytelling, Continuous Learning
Language	English (Advanced), Persian (Native)