



Ronak Oskouipour

UX/UI Designer

With 6+ years of experience designing complex enterprise systems at Ericsson.

Worked closely with engineers, stakeholders, and cross-functional teams in Agile environments to simplify complex system behavior into clear and structured user flows while balancing user needs, technical constraints, and operational requirements.

Contact

Phone:

+46(0)70 986 5352

Email:

Ronak.oskouipour@gmail.com

Linkedin:

linkedin.com/in/ronak-op

Portfolio:

r-portfolio.site

Tools

Design

Figma, Sketch, Photoshop

Collaboration

Confluence, Slack, Zeplin

Project Management

Jira, Trello

Language

Persian — Native

English — Fluent

Experience

UX/UI Designer at Ericsson

Sep 2019–Apr 2024

Ericsson Private 5G Project

- Designed a role-based platform for configuring and managing private 5G networks.
- Simplified a highly complex, dependency-driven configuration process into a structured step by step flow, enabling users to correctly set up the system and reducing confusion during critical setup tasks.
- Translated technical constraints and interdependent system logic into clear, usable design solutions through close collaboration with engineers and stakeholders.
- Improved usability of complex configuration tasks by breaking them into manageable steps aligned with system behavior and dependencies.
- Worked closely with cross-functional teams in an Agile environment to ensure designs were feasible, aligned with system architecture, and ready for implementation.

UX/UI Designer at Ericsson

May 2017–Sep 2019

Connected Urban Transport Project

- Designed interfaces for an advanced traffic management platform used by the City of Dallas, supporting real-time monitoring and control of urban traffic systems.
- Improved visibility of system status by designing map-based interfaces that consolidated data from multiple sources into a single operational view.
- Designed flexible interaction patterns (e.g., draggable panels and device grouping flows) to help users manage complex tasks more efficiently in high-density environments.
- Introduced reusable UI patterns while the design system was still evolving, contributing to consistency across the product.
- Collaborated closely with developers and stakeholders to ensure design decisions aligned with technical constraints and real-world operational needs.

Education

(2015–2017) MSc in Interaction Design and Technologies

Chalmers University of Technology, Sweden

(2009–2012) BA in Literature, Culture & Digital Media (LCDM)

Blekinge Institute of Technology (BTH), Sweden

(2006–2007) Interior Design Program

Campus of Fine Arts, University of Tehran, Iran

(2005–2009) BSc in Software Engineering

Shahryar Azad University, Iran