

Roman Jahandideh

GRAPHIC DESIGNER • BRAND & MOTION DESIGN



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SUMMARY

Graphic designer who pairs brand and motion craft with a researcher's grasp of how people see, with peer-reviewed work on depth perception and color, plus a spatial 3D background from architecture. Builds cohesive visual systems and production-ready assets across digital and print, and teaches design at Simon Fraser University. Vancouver, BC; authorized to work in Canada.

SKILLS

- **Software:** Adobe Illustrator, Photoshop, InDesign, Lightroom, After Effects, Premiere Pro; Figma; Autodesk Maya, Cinema 4D, 3ds Max; Unity; Revit, AutoCAD; WordPress; HTML, CSS, JavaScript (basic)
- **Design & Motion:** Brand identity, typography, layout, color theory, visual hierarchy, iconography, social media and digital marketing graphics, motion graphics, 3D visualization
- **AI & Production:** Midjourney, Stable Diffusion, Adobe Firefly, DALL-E (prompt engineering, AI-assisted asset generation); prepress, large-format output, digital proofing, signage, packaging mockups, merchandise graphics

EXPERIENCE

Animation Teaching Assistant

May 2025 – Apr 2026

Simon Fraser University

Vancouver, BC

- Taught motion graphics, 3D animation, and visual storytelling in Maya and Cinema 4D to 40 students across 3 terms.
- Evaluated 20+ student projects on composition, color theory, and rendering quality against brand-aligned presentation standards.
- Mentored students in translating conceptual ideas into polished, production-ready visual deliverables.

Narrative & New Media Teaching Assistant

May 2025 – Dec 2025

Simon Fraser University

Vancouver, BC

- Guided student teams through narrative-driven, interactive storytelling projects across 2 terms, emphasizing visual hierarchy and user-centered design.
- Delivered structured critiques on interface layout, content presentation, and visual coherence across digital platforms.

Graphic Designer (promoted from Design Intern)

2021 – 2024

Virtual Landscape Lab, Istanbul Technical University

Istanbul, Turkey

- Designed branded visual systems, interface graphics, and immersive media for 7 VR research projects.
- Produced 100+ marketing assets, spatial visualizations, and presentation decks in Photoshop, 3ds Max, and Revit.
- Delivered print-ready signage, merchandise mockups, and typography-driven layouts with consistent brand systems across print and digital.

Independent Graphic Designer & Digital Artist

2020 – 2022

Self-Directed Creative Practice

Istanbul, Turkey

- Designed animated campaigns and typography-led brand identities for clients in Maya, Cinema 4D, and Adobe Creative Suite.
- Launched 2 collections of digital art on OpenSea and Foundation, building a distinct personal brand.

3D Visualization & Graphic Designer

2016 – 2019

Saze Mandegar Pishroo

Urmia, Iran

- Produced architectural presentation graphics, spatial layouts, and print-ready assets for client-facing project pitches.
- Managed image editing, rendering, and visual documentation across multi-phase design projects.

EDUCATION

Simon Fraser University

M.A. Interactive Arts and Technology

Vancouver, BC

2025 – Present

Istanbul Technical University

M.L.A. Landscape Architecture

Istanbul, Turkey

2020 – 2024

Tabriz Art University

Bachelor of Architecture

Tabriz, Iran

2011 – 2016

CERTIFICATIONS

- **Adobe Creative Cloud Professional Certificates** (Adobe-partner programs, 2026): Photoshop, Illustrator, and InDesign 2025 Professional Certificates.
- **Creative Design Training** (2026): Photoshop 2025, Illustrator 2025, and InDesign 2025 Essential Training; Adobe Firefly Essential Training; Graphic Design Foundations: Layout and Composition.

PUBLICATION

- Jahandideh, R. et al. *Creating Immersive Virtual Landscapes: A User-Centered Approach to Enhance Depth Perception in Head-Mounted Displays*. eCAADe 2023: Digital Design Reconsidered, Sep. 2023. DOI: 10.52842/conf.ecaade.2023.1.149