

Roman Jahandideh

Graphic Designer

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Summary

Designer at the intersection of brand identity, spatial thinking, and visual research with a deep academic background in Graphic Design and interactive arts. Proficient in Adobe Creative Suite, 3D visualization, motion graphics, and visual storytelling, delivering production-ready assets for digital platforms and branded campaigns. Brings rare depth to branding work through systems-level thinking, published research on color effects and depth perception, and instructs design at Simon Fraser University. Based in Vancouver, BC, and eligible to work in Canada.

Technical Skills

- **Adobe Creative Suite:** Illustrator, Photoshop, InDesign, Lightroom, After Effects, Premiere Pro
- **3D & Motion:** Autodesk Maya, Cinema 4D, 3ds Max, Unity (real-time rendering) | **Other Tools:** Figma, Revit, AutoCAD, WordPress | **Web:** HTML, CSS, JavaScript (basic)
- **AI & Generative Design:** Midjourney, Stable Diffusion, Adobe Firefly, DALL-E (AI-assisted image generation, prompt engineering, and visual asset augmentation)
- **Design Disciplines:** Brand identity, typography, layout design, color theory, visual hierarchy, iconography, social media graphics, digital marketing assets
- **Print & Production:** Prepress setup, large-format output, digital proofing, signage, brochures, posters, packaging mockups, merchandise graphics

Experience

- **Animation Teaching Assistant** Jan 2025 – May 2026
Simon Fraser University Vancouver, BC
 - Instructed motion graphics, 3D animation workflows, and visual storytelling using Autodesk Maya and Cinema 4D
 - Evaluated 20+ student projects for composition, color theory, rendering quality, and brand-aligned presentation standards
 - Mentored students in translating conceptual ideas into polished, production-ready visual deliverables
- **Narrative & New Media Teaching Assistant** May 2025 – Jan 2026
Simon Fraser University Vancouver, BC
 - Guided narrative-driven multimedia and interactive storytelling projects with emphasis on visual hierarchy and user-centered design
 - Provided structured feedback on interface layout, digital content presentation, and visual coherence across platforms
- **Graphic Designer** 2022 – 2024
Virtual Landscape Lab, Istanbul Technical University Istanbul, Turkey
 - Designed branded visual systems, interface graphics, and immersive media assets for VR research projects
 - Produced digital marketing materials, spatial visualizations, and presentation decks using Photoshop, 3ds Max, and Revit
 - Delivered print-ready assets: signage, branded merchandise mockups, and multi-format production layouts
- **Graphic Design Intern** 2021 – 2022
Virtual Landscape Lab, Istanbul Technical University Istanbul, Turkey
 - Created typography-driven layouts and brand systems, ensuring visual consistency across print and digital formats
 - Prepared production-ready files for large-format print, merchandise mockups, and branded presentation materials
- **Independent Graphic Designer & Digital Artist** 2020 – 2022
Self-Directed Creative Practice Istanbul, Turkey
 - Designed animated campaigns, typography-led brand identities, and graphic compositions using Maya, Cinema 4D, Photoshop, and Illustrator
 - Produced and launched digital art collections on OpenSea and Foundation, building a distinct visual brand identity
- **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 workflows, and visual documentation for multi-phase design projects

Education

- **Simon Fraser University** Vancouver, BC
M.A. Interactive Arts and Technology 2025 – Present
- **Istanbul Technical University** Istanbul, Turkey
M.L.A. Landscape Architecture Design 2020 – 2024
- **Tabriz Art University** Tabriz, Iran
B. Architecture Design 2011 – 2016

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