



AZAD SALEH

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ABOUT ME

- Committed Designer with over a decade of experience in digital design & agile development.
- Leading, coaching, and hands-on roles in diverse projects.
- Enthusiastic about agile methods for success and innovation.
- Focused on fostering collaboration, improvement and a positive work environment.
- Motivated by achieving organisational goals through knowledge sharing and adaptation.

DRIVER'S LICENSE

B

FLUENT LANGUAGES

SVENSKA

ENGELSKA

KURDISH

REFERENCES



Alexander Boström
CEO - Quality Think Group
alexander@qualitythink.se
070 245 18 27



Lotta Quist
Industrial Design Advisor - KNIGHTEC
Lotta.Quist@knightec.se
070 628 13 40

HOBBIES

Fishing.

Spending quality time with family.

Meeting & getting to know people

WORK EXPERIENCE

UX Platform PO

Gothenburg, Sweden
May 2024 - Present



Saleh Solutions AB

Founder of Saleh Solutions since Jan 2024, specializing in UX design, AI-driven creative solutions, software development, and project management roles like Scrum Master and Product Owner.

Senior UX Designer

Gothenburg, Sweden
Feb 2023 - Mar 2024



Ericsson

Responsible for the digitalisation and user experience that enables companies to control all aspects of their private mobile networks. Developing internal components based on EDS (Ericsson Design System) and collaborating with sales and support to identify customer needs and value-added strategies.

Senior UX Designer

Gothenburg, Sweden
Sep 2022 - Feb 2023



Navico

Strategically led the vision and designed the user experience for the smart lighting system on the NSX boat display in SIMRAD's embedded system. Collaborated with multiple stakeholders, including product owners, developers, testers, and directors.

Senior UX Designer

Gothenburg, Sweden
Apr 2020 - Sep 2022



Volvo Group

Involved in multiple digitalisation projects, including leading the UX work for Volvo Construction Equipment's customer portal. I created a roadmap, broke down tasks, and conducted several workshops to create cohesion and shared understanding within the team before starting the work. This contributed to our goal of creating a consistent user experience that matched other company portals under the same brand. Another example was when I led the user experience for the interface of Volvo's compact electric excavators. We examined the entire customer journey, identified pain points in the customer's journey, conducted user tests, and collaborated with stakeholders from other departments in the company to meet customer needs.

Senior UX Designer

Gothenburg, Sweden
May 2017 - Apr 2020



Quality Think

Quality Think is a consulting firm that helps clients with UX and development services. Here, I was involved in exciting projects at Volvo Construction Equipment where I held leadership roles in design and development. The projects included the creation of user-centred machine and control systems for "emission-free" quarries, interfaces for compact excavators, HMI in dumpers, and Volvo Co-Pilot (an interactive touch screen focusing on safety and work functions). I also collaborated with LEGO to storyboard the marketing material for the autonomous wheel loader ZEUX. These projects have broadened my experience and given me the opportunity to work with innovative solutions in the automotive industry.

Interaction Designer

Gothenburg, Sweden
Dec 2013 - May 2017



Cliff Design

I worked at Cliff Design (a design consulting firm) at the client Volvo Trucks in Gothenburg. Primarily, I was involved in two projects:

- Creating UX and interaction design for a new HMI platform for the truck models Volvo FH, Volvo FH16, Volvo FM, and Volvo FMX, with a focus on UX research, wireframes, and graphics.
- Developing a new HMI platform for the Japanese truck Quon at UD Trucks, with responsibilities including wireframes, icon management, graphics, and physical control design.

Master Thesis Student

Gothenburg, Sweden
Jan 2013 - Sep 2013



Volvo IT

Research work at Volvo IT, where my colleague and I investigated how to build trust and respect in global teams collaborating digitally without ever meeting face to face. I utilised research within 'human-centred design' as part of my masters degree (M.Sc.) in Interaction Design and Technology at Chalmers University of Technology.

EDUCATION

Interaction Design Student (MSc)

Gothenburg, Sweden
Sep 2011 - Sep 2013

CHALMERS Chalmers

After graduation, I gained knowledge in designing interactive digital products, systems, and services. The program was offered by the Department of Interaction Design at the Department of Applied IT and involved close collaboration with Volvo AB.

Courses taken:

Master Thesis, Digital Movie Making, Interaction Design Methodology, Prototyping in Interaction Design, Tangible Interaction, The Augmented Body, Aesthetics of Interaction, Methods of Interaction Analysis, Advanced Form Design, Graphical Interfaces, Interaction Design Project & Fiction for Engineers

Postgraduate Diploma student (PG Dip)

Larnaca, Cyprus
Sep 2010 - May 2011



Cyprus College of Art

Studies and marketing of Art Work exhibited at art exhibitions.

Industridesign student (Bsc)

West London, England
Sep 2006 - Sep 2010



Brunel University

After graduation, I acquired design and engineering skills and learned to work with various tools: Pro Engineer, Alias, SolidWorks, and Adobe Master Collection (Photoshop, Illustrator, Flash, Fireworks, and InDesign). Additionally, I learned to meticulously use the design process, define and plan projects, allocate responsibilities, and set up schedules.

Courses taken:

Contextual Design, Environmentally Sensitive Design, Innovation Management, Human Factors, Applications through Design, Design for Manufacture, Systems Design, Graphic Communication, Design Process, Electronics, Programming and Interfacing, Technological Design Evolution, Foundation of Electronics, Design Modelling Workshop, Major Project.

CERTIFICATES

Jira Fundam. Badge

Remote/Online
Completed Jan 2024



Atlassian University

Earned the Jira Fundamentals Badge, showcasing expertise in essential Jira concepts and practices.

101087: Teamleader

Gothenburg, Sweden
Completed Aug 2022



Volvo University

Completed training where I learned the following areas:

- Communication for results
- Feedback
- Motivation & coaching
- Driving change
- Team development

Advanced Mgmt. Training

Remote/Online
Completed Nov 2022



Eazl

After completing the training, I acquired the following skills and knowledge:

- Strategic thinking and planning
- Leadership development and team management
- Project management and project control
- Organizational design and change management
- Business analysis and decision-making
- Marketing and brand strategies
- Financial understanding and financial analysis
- Innovation management and creative problem-solving
- Communication and presentation skills
- Effective time and resource management
- Conflict management and handling difficult situations
- Ethics and corporate social responsibility
- Adaptation to digital transformation and the role of technology in leadership
- Management of global and multinational teams
- Customer relationships and customer service strategies
- Effective collaboration and teamwork
- Development of sustainable and long-term business strategies

The Role of a Manager

Remote/Online
Completed Nov 2022



Elerno

Completed training where I learned the following areas:

- Gained insights into the participant's managerial/ leadership style and traits.
- How to create a strong corporate culture.
- Understand and implement effective communication with employees.
- Develop the competencies required for the role of a manager.
- Clarify the participant's goals and ambitions as a manager.
- Self-assessment of the competencies required to perform the role.
- Utilise tools to balance structure and culture.
- Adapt communication to align teams toward the same vision.

Elements of AI

Remote/Online
Completed Aug 2019



Helsingfors Universitet

Introduktionskurs till AI via Helsingfors Universitet i samarbete med MinnaLearn.

SKILLS & TRAITS

Figma

Illustrator

Photoshop

Excel

Leadership

Agile methods