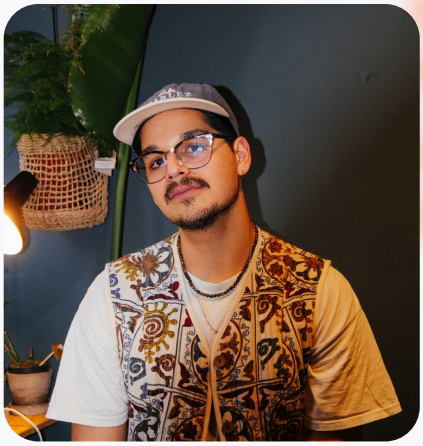


Danial Movasaghi

Human-centred designer · CMD student at HU

CONTACT

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THEMES I WORK ON

Public space
Human-centred AI design
Immersive experiences

SKILLS

User research (interviews, expert testing)
Concepting
Prototyping
Art direction
Workshop facilitation
Working with youth

TOOLS

Design
Figma, Illustrator, Photoshop, InDesign, Lightroom

AI
Claude, Claude Code, ComfyUI, AI image & video tools

Build
HTML, CSS (VS Code)

3D
Tinkercad (basic)

Photography
Analog & digital, exposure, lighting

LANGUAGES

Persian ◆◆◆
Native

Dutch ◆◆◇
Fluent

English ◆◆◇
Fluent

Spanish ◆◇◇
Learning · 20-day streak and counting

PROFILE

CMD student at Hogeschool Utrecht who designs around people first. I turn research into concepts and prototypes, from public spaces to AI-driven experiences, and I bring an eye for art direction and image from my work in branding and photography.

EXPERIENCE

Kapitaal — 2024 – present

Co-Head, Creative Programming Committee

- Co-led the committee and organised creative workshops and cultural evenings
- Co-organised Big Jam, a live music event (2026)
- Created and managed social media content

Kouchinni (Apparel) — 2023 – 2024

Art Director & Creative Assistant

- Directed visual concepts and creative direction for brand content
- Supported photography production and branding
- Created and managed social media content

Energiehaven — 2022 – present

Bouldering Instructor & Youth Trainer

- Coach beginner to advanced climbers, children and adults
- Adapt sessions to different levels, goals and learning styles
- Design and set boulders around specific techniques

EDUCATION

Hogeschool Utrecht — Communication & Multimedia Design

2024 – present · Currently in the AI Design semester (2026–2027)

Hogeschool Utrecht — ICT

2023 – 2024 · Foundation in programming and technical problem-solving

Scan for my work
Case studies, process & photography