

NURANE OMAROVA

UI/UX Designer · EdTech & Accessibility

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PROFILE

UI/UX Designer specializing in accessible and neuroinclusive product design, with three end-to-end products across EdTech, B2B SaaS and sustainability — over 100 artboards from competitive analysis to developer-ready handoff. Backed by a degree in Primary Education and five years teaching the children these products are built for, turning direct experience of distracted and neurodivergent learners into WCAG-grounded interface decisions.

DESIGN PROJECTS

- Smartie** — Neuro-Inclusive Children's Learning App Aug - Sep 2026
- Designed a neuroinclusive learning platform for children aged 6–10 with dyslexia, ADHD and sensory processing sensitivities, delivering 13 screens across 3 breakpoints (1440 / 834 / 402px) — 73 artboards — in a 2-week cycle.
 - Built an always-visible accessibility toolbar with 5 child-operable controls — font sizing, colour themes, focus mode, text-to-speech and animation stop.
 - Conducted a competitive analysis of children's learning platforms, identifying aggressive gamification, flashing rewards and forced timers as the primary drivers of sensory overload, and translated the findings into three governing design pillars.
 - Replaced gamification with a self-paced model drawn from classroom experience: an emotional check-in (Happy / Tired / Focused / Overwhelmed) opening each session, plus 3-minute brain breaks in place of streak pressure.
- TaskPulse AI** — B2B SaaS AI Task Manager Jul 2026
- Designed a 6-screen end-to-end flow for a B2B AI task-management platform: primary dashboard, agent-permissions onboarding, empty state, AI-responding state, task-detail overlay and AI-confirmation overlay.
 - Introduced a human-in-the-loop Accept/Undo pattern routing every AI-assigned action through a confirmation layer, keeping each agent decision reversible — designing the full state matrix rather than a single success path.
- Ecoreen** — Carbon Footprint Tracker Aug 2026
- Designed a responsive carbon-tracking platform across 14 artboards and 4 breakpoints (1512 / 1440 / 834 / 393px), turning raw emissions data into plain-language reduction actions.
 - Designed a Live Simulator letting users model the impact of a behaviour change before committing, converting a passive tracker into a decision tool.

PROFESSIONAL EXPERIENCE

- Private Tutor** — Independent, Baku & Online 2021 - Present
- Tutored primary and secondary students one-to-one in English and core subjects, online and in person, observing where individual learners lose and regain comprehension.
- Information Technology Teacher** — Shukran School, Baku Sep 2025 - May 2026
- Taught foundational IT to 10 fifth-grade students, observing how children navigate unfamiliar software — insight applied to the icon-led navigation in Smartie.
- Head Teacher** — Technical Academy, Baku Sep 2023 - May 2024
- Led two primary classes of 20 second- and third-grade students, adapting pacing and materials for hyperactive and easily-bored learners across a full academic year.

SKILLS

Design & Interaction Wireframing · Interactive Prototyping · Responsive & Mobile-First Design · Interface State Design · Information Architecture · User Flows

Accessibility WCAG 2.1 AA · Inclusive & Neuroinclusive Design · Cognitive Load Reduction · Dyslexia-Friendly Typography · Design for ADHD & Sensory Sensitivity

Research Competitive Analysis · Accessibility Research · Secondary Research · Persona Development

Domain Primary Education (Ages 6–11) · English Language Teaching · Child Digital Literacy

Tools Figma (Advanced) · FigJam · HTML & CSS (Basic)

Languages Azerbaijani (Native) · Turkish (Native) · English (Professional; degree taught in English)

EDUCATION & CERTIFICATIONS

- Bachelor of Primary Education (English Sector)** — Azerbaijan State Pedagogical University, Baku Sep 2019 - Jun 2023
- Learn Figma 0 to 100 (10 Courses) — Awwwards Sep 2026
- UI/UX Patterns · Design Thinking & WCAG — Uxcel Aug 2026
- AI Fluency — Anthropic Jul 2026
- Google UX Design Professional Certificate — Coursera Jun 2026