Abisola Viatonou
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Creative and detail-oriented Technical Designer passionate about building intuitive, visually appealing digital experiences. Skilled in translating complex ideas into user-friendly interfaces.

Experience

WSU AWS cloud club: Skill Exchange Platform.   January 2024 - June 2024
Front-end Developer & UI Designer
 • Designed and developed a responsive front-end interface for a barter-based trading platform.
 • Created low-fidelity wireframes and interactive prototypes using Sketch & Figma.
 • Implemented React.js components for trade listings, user profiles, and real-time chat.
 • Conducted 5+ user testing sessions, reducing onboarding problems based on feedback.
 • Integrated Firebase Authentication and ensured cross-platform responsiveness.

Apple developer Academy   August 2024 - Present
Student
 • Designed and developed applications and games using swift, ensuring seamless user interactions.
 • Created high-fidelity prototypes and UI designs in Sketch, improving usability and visual appeal.
 • Conducted extensive user testing and feedback sessions, iterating designs based on real user insights.
 • Built interactive animation using After Effects to enhance user engagement.
 • Collaborated in diverse teams on coding and design challenges, leveraging problem-solving skills to develop innovative solutions.

Projects

Madame Coffee: Personalized Coffee Recommendation App
UI/UX Designer | Front-End Developer
 • Designed and developed a personalized coffee recommendation app that provides daily coffee suggestions and positive affirmations.
 • Created an elegant UI using Sketch and Keynote, incorporating user feedback to refine the visual identity and user flow.
 • Developed the app using Swift, ensuring smooth navigation, and engaging interactions.
 • Conducted multiple user testing sessions to iterate and enhance the user experience, evolving the design from a soft pink theme to a more sophisticated cream tone for better usability.
 • Implemented a coffee library, allowing users to explore various coffee types and brewing guides.
 • Designed animations in After Effects to create a visually appealing experience.

Hopps: 2D Platformer Game
UI/UX Designer
- Designed a flat-art mixed with pixel-art platformer
- Created game UI assets, including interactive buttons, icons, and a game world map.
- Developed jumping mechanics and character interactions.
- Conducted user testing to refine the game's responsiveness and visual hierarchy.

Presently Yours: Voice Recording & Playback App
UI/UX Designer | Front-End Developer
- Designed and coded an audio recording & playback app with a seamless UI.
- Focused on accessibility and usability testing for color-blind users.
- Implemented voice recording and playback functionality using AVAudio.
- Designed a cohesive UI style guide with color palettes & typography for a warm, inviting aesthetic.

Education
Bachelor's in computer science and Minor in graphic design

Certifications & Training
UI/UX Design Certification: Coursera.

Competencies
Procreate, Sketch, Figma, Adobe Illustrator, Blender, Swift, SwiftUI, HTML, CSS

Soft Skills
Strong problem-solving abilities, Effective collaboration & teamwork, Detail-oriented & creative mindset, Excellent communication skills

Languages: English (Fluent), French (Native speaker)