# Akinola Akinpelu

## Product Designer and UX Researcher

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#### **PROFILE**

An empath and a goal-driven individual who is passionate about user experience design. I value human interaction and want to create minimal and accessible designs for the "Next Billion Users". I am highly proficient in UX research and interaction design. I have great experience working on P2P solutions as well as B2B/B2C saas across various platforms.

#### PROFESSIONAL EXPERIENCE

Jul 2021 - present

Lead UX Researcher and Designer, Riders in Motion ☑

Lagos, Nigeria

My Portfolio

- A Startup focused on building a decentralized future in logistics
   Conducted qualitative and quantitative research by interviewing
- users, carrying out surveys, and extensive UX competitive analysis.
- Visual and interaction design of the product web API.
- Collaborated with the visual designer to design the CrowdCargo Landing Page.
- Designed a lo-fi Prototype of the mobile application for both customers and runner's dashboards for usability tests.
- Supervised the design of the Hi-fi prototype of
- Designed email templates for emails to the end-users of our product.
- Performed A/B testing on end-users concerning various features.
- Designing the Superadmin dashboard for the product

Apr 2021 - Jul 2021

#### UI/UX Designer, Ubora Technologies

Lagos, Nigeria

A startup building a product to solve moving day troubles.

- Carried out competitive auditing for the company's product
- Conducted qualitative and quantitative research by interviewing

  users
- · Designed MymovingPadi Landing page
- Lead Ideation sessions
- Designed and prototyped Web and Mobile dashboard pages for both users and drivers of MymovingPadi.
- Performed usability test studies with prototypes and made iterations based on results of the tests

#### PROJECTS

Oct 2021 - Nov 2021

#### Munch: Designing a snack ordering app for a movie theatre ☑

Munch was an app I created to solve a problem I identified at the movies. Unlike my first case study which was on redesigning, this was a different ball game from getting qualitative data to usability tests.

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Sep 2021 - Oct 2021

#### Case Study on interaction redesign of WhatsApp [2]

The challenge was to work on the interaction design of an app I and millions of others use regularly and see how far I could push myself as a designer. It was challenging for me as it was my first case study and I had to learn a lot on the job.

I had reservations about carrying out research but this case study taught me a lot about being a researcher and made me fall in love with UX research

#### ® skills

#### • Proficient in using **Design and Prototyping** software

Figma, Adobe XD, Invision, Photoshop, Illustrator, Miro

### Working Knowledge of **Front-end Development**

HTML, CSS, JAVASCRIPT

### Photography and **Editing**

Proficient in using a DSLR and editing software

#### **UX Research**

I can skillfully carry out primary and secondary research while collecting quantitative and qualitative data. I can also carry out competitive audits on direct and indirect competitiors

#### **ℰ** EDUCATION

Jun 2015 - Nov 2019

**Bachelor of Science in Geology,** *University of Lagos* ☑

Lagos, Nigeria

#### **CERTIFICATES**

• Foundations of User Experience (UX) Design ☑

• The Complete App Design Course - UX, UI and Design Thinking □

#### of INTERESTS

Swimming | Anime | Photography

#### **≈** REFERENCES

Available on request

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