



Contact

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NRB, Kenya

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Elvis Kipkemoi

Education

2022

Soft. Engineering Certification

Moringa School

2022

Bsc. Computer Science & Technology

Maseno University

2021

Internet of Things IoT

Strathmore University

2021

Mathematics for Computer Science

Associates Program - University of London

2022

Full Stack Software Development

eMobilis Institute

Certifications

Foundations of UX/UI design

AI & ML Fundamentals - Techmindset AI

ML Foundations - AWS

Data Scientist Toolbox- Univ of J.

CCNA- Network, Security & Automation

Modern Python Prog. essentials - AWS

Data Analytics - Google

Technical IT support - Google

Azure DevOps- Microsoft

Game of Learners Clinics IoT- Microsoft

Elvis Kipkemoi

Graphics Designer

I specialize in creating visually engaging designs that communicate brand identity and captivate audiences. With a focus on graphics, I bring ideas to life through logos, illustrations, and digital artwork, ensuring every design is impactful and aligns with the brand's vision.

Experience

May 2023 to Date

The Kenya Airways

Graphics Designer

Feb 2024 to date

As a passionate graphic designer, I bring ideas to life through creative visual solutions

- Marketing & Advertising Design—social media graphics, posters, and ads.
- Visual Identity Design—Brand elements like logos and brand guidelines.
- UI/UX Product Design—Web layouts, mobile app interfaces, and dashboards.
- Publication & Print Design—Covers books, magazines, brochures, etc.

Technology and Assets

- Design Software: Adobe Photoshop and Illustrator
- Product Design Tools: Figma (for UI/UX design and collaboration).
- Collaboration : Slack & Teams (team communication), Trello (task management)

Mid-Level Graphics Designer

May 2023 to Jan 2024

KQ Fahari Innovation Hub

- Marketing & Advertising Design—social media graphics, posters, and ads.
- Visual Identity Design—Brand elements like logos and brand guidelines.
- UI/UX Product Design—Web layouts, mobile app interfaces, and dashboards.
- Publication & Print Design—Covers books, magazines, brochures, etc.
- UI/UX: Figma: User Research, Wireframing, Prototyping, Visual design

2023

Hokela Interactive Africa

Associate Graphics Designer

Scope of work

- Create digital and print designs (social media, ads, banners).
- Ensure brand consistency in all visuals.
- Collaborate with clients and teams for feedback.
- Stay updated on design trends and tools.
- Ensure quality and error-free designs.

Technology and Assets

- 1.Design Software: Adobe Photoshop and Illustrator
- 2.Product Design Tools: Figma (for UI/UX design and collaboration).
- 3.Collaboration Tools: Slack & Teams (team communication), Trello (task management)

2022

iTalanta, Elewa

Associate Product Designer

- Visual Branding: Consistent and visually appealing brand elements eg. logos, color palettes, typography
- Marketing Materials: eg brochures, posters, banners, and digital ads
- Product UI/UX Design: User interfaces and experiences for web, mobile apps
- Collaboration and Feedback: Marketing teams, clients, and developers to ensure designs meet project goals and requirements.

Awards

Laravel Framework - Equator Institute
Certified First Aider - KQ Pride Center
AI Pitching contest - Techmindset AI
Game of Learners IoT Clinics - Microsoft
IoT Motorola - Strathmore University

Expertise

Graphics Design- InDesign, Illustrator
UI/UX Design - Figma

2021 - 2022

Jaramogi Oginga Odinga University of Science and Technology (JOOUST)

Associate Graphics Designer

Major Roles and Objectives:

1. Branding: Design logos, colors, and typography to match brand identity.
2. Marketing Materials: Create brochures, posters, and digital ads.
3. Collaboration: Work with teams to align designs with project goals.
4. Asset Delivery: Prepare and export design files for print and digital use.

Technologies and Assets:

1. Software: Adobe Photoshop and Illustrator.

2018 - 2020

Prolify Agency

Graphics and UI/UX Designer

Major Roles and Objectives:

1. UI Design: Create visually appealing and user-friendly interfaces for web and apps.
2. User Research: Conduct user testing to inform design decisions.
3. Prototyping: Develop interactive prototypes for design validation.
4. Branding: Ensure design consistency with the brand identity.
5. Collaboration: Work with developers and stakeholders to implement designs.

Technologies and Assets:

1. Design Tools: Figma, Adobe Creative Suite, and Sketch.
2. Prototyping Tools: InVision or Marvel App.
3. Stock Assets: Unsplash, Pexels, or Adobe Stock.

Volunteering

Sep 2024 to date

Moringa School

Technical Mentor

- Product Design and Software Engineering
- Project Mentorship: Provide feedback and support on real-world UI/UX projects
- Career Support: Help students build portfolios and prepare for job interviews

Apr - June 2023

The Shamiri Institute

Mental Health Fellow

- Through Anansi, we target 1 million youths by 2027, transforming Africa's mental Health
- Project thrives in Kenyan Youths Institutions
- Adopting a data-driven scientific approach to our impact

Reference

Grace Vihenda

Strategic Advisor, Future Lab - SkyTeam

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Employer Relations & Mentorship Coordinator, Moringa School

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