Nwaka Chiedozie

Product / UX UI Designer

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in Nwaka Chiedozie

Dribble

WORK EXPERIENCE

UX Designer / Vendar `E-commerce`

October 2018 - June 2022, Remote, Nigeria

Vendar is a B2C e-commerce platform that increases sales for stores and small businesses bringing products to online customers, ensuring their inclusion in the internet economy.

- Leading the User Experience & Interface design team
- Designing web portals following the UX design process using Figma
- Implementing and maintaining an industry standard design system with style guides
- Recommending solutions for a streamlined, user-friendly interfaces
- Building an interactive B2C platform using Figma, Figjam & Adobe XD

UX Designer / AzaPay Technologies `FinTech`

Oct 2020 - Dec 2020, Lagos, Nigeria / Remote

Participated in user research and interaction studies. Design sitemap, wireframes Ui, used graphic illustration for storyboards, user flows and sitemaps. Joined a team of designers and developers to design an app called AzaPay Technologies.

User Interface Designer (Intern) / Visuals.ng `Software & Mobile App` `Gaming`

Jan 2021 - Mar 2021, Remote

Studied the company's current website, redesigned the design system. Conducted qualitative and quantitative research that informed overall design of the company's website, also ran usability testing and hi-fi prototype based on feedback received.

Product Designer / LUXPAY `Fintech`

Oct, 2021 - Jan, 2022, Remote

Led a two man design team that handled digital products for LuxPay. Maintained user centred approach in design perspective and practice.

- Carried out detailed User Research (Online survey, Competitive analysis, Empathy mapping) for afintech and a dating application to understand the user's needs and pain points.
- Conducted Virtual and physical interviews with stakeholders and end-users to align on both parties' end goals.
- Participated in a series of brainstorming sessions with the rest of the team to ensure we understand the problem we are solving.

Achievements/Certificates

Interactive design Foundation—User Experience: The beginner's guide, Become a UX designer from scratch

Digital Skills—Google digital skills, Future learn

Design

`Visual Design` `UX Design`
`Prototyping` `Wireframing`
`Figma` `Adobe XD` `Zeplin`
`UX Research` `Design System`
`Motion Design` `3D` `VR`
`AR` `FigJam`
`Sketch` `inVision`

Product

`Problem Solving` `Innovation`
`Strategic Thinking` `Empathy`
`Design Thinking`
`Team Leading`