

Curriculum Vitae

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RESUME OBJECTIVE

Highly skilled and innovative **UI/UX Designer** and **Software Developer** with over 3 years of experience in the digital technology sector. Proficient in leading projects from conceptualization to execution, with expertise in creating user-centric designs, developing scalable software solutions, and managing cross-functional teams. Proven ability to deliver impactful results across EdTech, FinTech, and emerging tech sectors.

PROFESSIONAL EXPERIENCE

Software Developer and UI/UX Designer

Techspace (Software Development Enterprise)- REMOTE
2021 – 2023

- Designed and developed custom software solutions, including a sales management system that improved team efficiency by 20%.
- Created user-friendly interfaces for client projects, conducting user research and delivering high-impact designs.
- Collaborated with clients and stakeholders to align software functionalities with business needs.
- Implemented Agile methodologies to streamline project delivery and improve team collaboration.
- Automated key workflows in client software solutions, reducing manual intervention by 30%.
- Conducted training sessions for clients to ensure smooth adoption of delivered solutions.
- Delivered high-quality prototypes to clients ahead of deadlines, receiving positive feedback for responsiveness.
- Built reusable component libraries to accelerate future development cycles and maintain UI consistency.
- Enhanced software performance through optimization techniques, reducing load times by 15%.

SKILLS

- Leadership
- Teamwork
- Customer Retention
- Management
- Communication
- Management
- Active Listening
- Adaptability
- Web Development
- Software Architecture
- Critical Thinking
- Devops
- Artificial Intelligence
- UI/UX Designer
- Software Development
- Hardware Engineer
- Microsoft Word
- Microsoft PowerPoint
- Self-Motivation
- Python
- Flutter
- JavaScript
- Agile Methodologies
- Figma
- Adobe XD

EDUCATION

2019-2023

University of Salford,
United Kingdom
**Bachelor of Science
Software
Engineering**

2018-2019

Brookstone Portharcourt,
Nigeria
A-Level NCUK

Chemistry-A

Physics-C

Maths-B

EAP-A

2015-2018

Mea Mater Elizabeth
High-School GCSE

Maths – B2

English – C4

Physics – B3

Biology – C4

Chemistry – C4

Computer Science – A1

Data Processing – B

Civic Education – B3

Building Construction –
C5

Lead Engineer and Product Developer

**Aeroknite (Drone Technology Startup)- MANCHESTER
2021 – 2022**

- Played a pivotal role in the development of fire-extinguishing drones and holographic drone applications.
- Designed and implemented AI-driven navigation algorithms, improving drone responsiveness by 20%.
- Led the transition to holographic drone technologies, developing software solutions for projection systems.
- Conducted technical workshops to train junior engineers on drone navigation and control systems.
- Oversaw hardware-software integration to ensure seamless communication between drone components.
- Managed end-to-end testing and debugging processes, reducing operational errors by 15%.
- Designed technical documentation, including drone operation manuals and system architecture diagrams, to support future development.
- Collaborated with external partners to test prototypes, integrating feedback for iterative improvements.
- Improved drone efficiency by optimizing power management systems, increasing operational time by 10%.

UI/UX Designer

**Coin Pay (FinTech Startup Platform)- REMOTE
2023 – 2024**

- Designed a user-friendly interface for a cryptocurrency platform, emphasizing streamlined transactions and cross-border payments.
- Created wireframes, prototypes, and high-fidelity designs using **Figma**, improving user retention by 30%.
- Introduced modular dashboards and gamified savings features, differentiating Coin Pay from competitors.
- Conducted usability testing and implemented user feedback to enhance app accessibility and engagement.
- Developed a cross-platform style guide to ensure design consistency across web and mobile applications.
- Collaborated with the marketing team to align UI/UX designs with branding strategies, boosting app downloads.
- Integrated feedback from beta testers to refine the app's onboarding process, reducing user drop-off rates by 25%.
- Produced design documentation for development teams to streamline implementation and minimize errors.
- Worked with stakeholders to incorporate localization, making the app accessible to users across multiple regions.

ACHIEVEMENTS

- Increased user retention by 40% through innovative UI/UX designs for Coin Pay.
- Received community recognition for Figma design contributions, with notable engagement from the global design community.
- Reduced operational errors by 15% at Aeroknite through improved debugging processes.
- Enhanced app onboarding processes, decreasing drop-off rates by 25% for Coin Pay.

Founder and Project Lead

UniLink (EdTech Startup)- REMOTE 2023 – Present

- Spearheaded the development of UniLink, an innovative EdTech platform aimed at supporting students with career development and academic success.
- Supervised a team of designers and developers to create intuitive dashboards, gamified engagement tools, and real-time communication features.
- Led UI/UX design processes, conducting user research and usability testing to refine product functionality.
- Progressed frontend development using **Flutter**, achieving milestones toward MVP readiness.
- Established partnerships with mentors, universities, and tech platforms to enhance the platform's reach.
- Conducted market research to identify student pain points and tailored platform features to address them.
- Integrated third-party APIs for advanced features like real-time notifications and analytics dashboards.
- Organized sprint cycles to align team efforts and meet project milestones effectively.
- Documented the development process and outcomes, creating case studies to attract future collaborators and investors.

PROJECTS AND OPEN-SOURCE CONTRIBUTIONS

Figma Design System (Open-Source Contribution)

-Developed and shared a comprehensive design system on Figma Community, earning recognition and positive feedback from global designers.

-Metrics: Over 100 Developers community likes/comments.

GitHub Contribution

- -I looked over and mixed in 20 suggestions to make code easier to handle.
- -I tackled major problems that came up during deployment guaranteeing things ran without a hitch.
- -Jumping into group chats, I dished out advice and helped folks who were just starting out.
- -Contributed to up to 500 lines of code

Product Development for Aeroknite

- Designed software architecture for autonomous drone operations and holographic projection systems.

COURSE: IBM Devops and Software Engineering Specialization

<https://coursera.org/share/e75ef6cfa12cb9e9a8109fe2972a9a91>