

JOJO WELSING-JONES

<FRONTEND DEVELOPER/> UX/UI DEVELOPER

SKILLS

- UX/UI DESIGN
- FRONT-END DEVELOPMENT
- SOFTWARE ENGINEERING
- PRODUCT DESIGN
- UX/ UI RESEARCH
- GRAPHICS DESIGN
- MOTION DESIGN
- ANIMATION
- DATA ANALYSIS
- ART DESIGN

TECHNOLOGIES & SOFTWARE







FRONTEND

- HTML 5 & CSS 3
- JAVASCRIPT
- TAILWIND & MATERIALS UI
- TYPESCRIPT
- REACT
- NEXT JS
- PYTHON
- FLUTTER

UX/UI AND DESIGN

- FIGMA
- PHOTOSHOP
- BLENDER 3D
- ILLUSTRATOR
- AFTER EFFECTS
- MS EXCEL

CONTACT

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-  eruditejones@gmail.com
-  Jojo Welsing-Jones
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-  +233 24 138 0253

ABOUT ME

My name is Jojo Welsing Jones. I am a highly skilled and motivated individual with a skill proficiency in the fields Design and Programming . I build both aesthetically pleasing and efficient UX/UI Designs and Frontends for software on all platforms(Web, Mobile and Desktop). Because of my broad skills in both design and developoment, I have the capabilities to embark on projects right from the ideation stage to the developmental stages.

I have a Bachelor's Degree In Computer Science and I love building and discovering new things.

EXPERIENCE

2016- 2022 (FRONT-END DEVELOPMENT)

- Developed front-end designs using HTML for creating basic web structures and CSS , Tailwind and SCSS for styling all HTML elements and tags.
- Created responsive websites which functions on both Desktop, Tablets and All Mobile Devices.
- Built Front-End for mobile Applications for both Android and IOS using Flutter.
- Utilized Javascript to build complex UI and UX designs and animations.
- Worked and utilized CSS frameworks like Tailwind, SCSS, Bootstrap, Materials UI etc to style web Front-End designs in meet product deadlines
- Learnt **React and NextJs** as my main Javascript web framework to build resuseable components , working with RESTful APIs to facilitate all API requests.
- Built Progressive Web Apps and Single Paged Applications (S.P.A)
- Deployed and hosted websites, apps and games on all platforms.
- Image and Code Optimization for a faster website loadtime.

2017- 2022 (UX/UI DESIGN)

- Studied design and illustration software like Adobe Photoshop, Figma and Adobe Illustrator for creating wireframes and assets for all UI and UX designs.
- Created UI / UX designs in Figma, Photoshop, Illustrator and in some cases Adobe After Effects.
- Designed and implemented wireframe designs into functional prototypes for all User Experiences (UX) and User Interfaces(UI) for products before software development commences.
- Animated complex UX and UI for Software, Movies and Games by using motion design and advanced animations in After Effects and Blender 3D.

2021- 2022 (UX/UI RESEARCH)

- Systematically studying target users to collect and analyze data which helps to streamline and inform the product design process. From conducting surveys, analyzing data collencted from surveys and facilitating sample Users reactions to initial designs.

2020- 2022 (PRODUCT DESIGNER)

- Overseeing and facilitating designs of software products from start to finish. From client specifications to final product delivery.
- With a background in both design, software engineering, animation and art, la m able to oversee the developmenta process of al products(websites, games, apps, design product)
- Also due to my diverse background in both design, software engineering, animation and art, I am able to work with different teams from different departments streamline the design process of any product.

EDUCATION

2016 - 2020 (COLLEGE)

KWAME NKRUMAH UNIVERSITY OF SCIENCE AND TECHNOLOGY)

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| ■ COURSE OF STUDY:
COMPUTER SCIENCE | ■ CERTIFICATE:
Bsc. COMPUTER SCIENCE |
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2013 - 2016 (HIGH SCHOOL)

TEMA SECONDARY SCHOOL

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| ■ COURSE OF STUDY:
SCIENCE | ■ CERTIFICATE:
W.A.S.S.C.E CERTIFICATE |
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