



NAOMI  
ALAO

UX/UI Designer

[Naomioalao@gmail.com](mailto:Naomioalao@gmail.com)

[www.Naomialaodesign](http://www.Naomialaodesign)

Education

UI Design Program  
CareerFoundry  
2021-2022

University of Sheffield  
Journalism Studies  
2015-2019

Skills

|                   |               |
|-------------------|---------------|
| User Research     | Visual Design |
| Branding          | Wireframing   |
| Usability testing | User Flows    |
| Prototyping       | Frontend      |
| Typography        | Style Guide   |
| Responsive Design | HTML          |
|                   | JavaScript    |
| CSS               | Frontend      |

Key Strengths

|                 |                   |
|-----------------|-------------------|
| Leadership      | Delegation        |
| Communication   | Innovative        |
| Research        | Critical Thinking |
| Problem-Solving | Time Management   |
| Inquisitive     |                   |

Interests

|            |         |
|------------|---------|
| Travelling | Music   |
| Psychology | Reading |

|                          |  |
|--------------------------|--|
| <a href="#">LinkedIn</a> |  |
| <a href="#">Behance</a>  |  |

About me

A UX/UI designer passion about building user-centric experiences on functional, clean, and accessible interfaces. An inquisitive problem solver experienced in gathering quantitative and qualitative data to create intuitive designs.

UX/UI Experience

Travel Buddy – Web responsive app

Jul 2021 – Jan 2022 | CareerFoundry

Taking a mobile first approach I developed a travel app using breakpoints, grid systems, and design patterns, for various screen sizes. I conducted user interviews and implemented ideas from the data to create user personas, wireframe, and prototypes. Following a style guide I made informed design decisions with user testing results.

Global Citizen – Web responsive app

Apr 2022 – May 2022 | CareerFoundry

Following Apple’s Human Interactive Guidelines and Google’s Material Design, I created a language app for iOS and android. I conducted a competitor analysis, created wireframes, user flows, a style guide end- to-end prototypes. This two-pronged approach helped me develop a keen awareness of the nuances in design systems, typefaces, functionality of both operating systems.

Target – Web responsive app

May 2022 – Jul 2022 | CareerFoundry

Target, another web responsive money saving tool, focused on helping users actualize their monetary goals. A process I learnt in this project was developing brand guidelines to set the parameters of what was in alignment to a brand. This included consolidating Imagery, guiding principles, logo, colours, writing style and typography into a document.

Work experience

Graduate Technical Operator

Jun 2019 – Oct 2019

My role was centred around localising cinematographic content for esteemed movie studios (Disney, 20th Century Fox, Warner Bros, Paramount, Imax, Dogwoof, Eone). On any given day I edited video material, encoded, and transcoded files into a variety of formats, localised content, and edited creative cutdowns.

Assisting editor and videographer

Dec 2019 – Sep 2021

I worked as an editor and videographer for Marv Brown films, an independent wedding and music video production company. My duties include filing and organizing source footage, assisting on-location shoots, setting lighting and audio equipment, capturing behind the scenes, and operating industry-level equipment like gimbals, and stabilisers.