

VINCENT OLUWADAMILARE AKINYOYENU



Cell: +491786688559
Email: vindamilare@gmail.com

I am a UI/UX designer proficient at creating designs and developments that offer users attractive design options and excellent at transforming user-submitted data into design drafts that enhance website performance. Also possess expertise in resolving website functionality issues.

Qualifications

University of Europe for Applied Sciences, Berlin

DEGREE: M.A. New Media Design
DURATION: 9/2022 - Present

Hochschule Rhein-waal, Kleve

DEGREE: B.Sc. Biomaterials Science
DURATION: 9/2019 - 8/2022

Obafemi Awolowo University, Ile-Ife, Nigeria

DEGREE: B.Sc. Biological Science
DURATION: 3/2010 - 9/2016

Skills

Technical Skills

- UI Design
- Ux Research
- Graphic Design
- Responsive Web Design
- Motion Design and Visual Development
- Wireframing and Prototyping
- Iconography
- Usability Testing
- HTML and CSS

Management Skills

- Time Management
- Sprint and Project Management
- Creative and Critical Thinking

Experience

Working Student (UX/UI Designer)

1/2022 - 10/2022

- **Company Name:** Coconet Innovations GmbH
- **Description:** 1. Redesigned and updated the Coconet's and customers design system, icon library. 2. Migrated the Coconet's and customers' design system from Sketch to Figma. 3. Collaborated with the development team to correct and implement all UI and HTML/CSS issues using storyboards. 4. Translated clients' ideas into both low and high fidelity wireframes. 5. Greatly involved in every step of customers' application wireframes redesign, specifications, and reclining, creating interactive prototypes. 6. Designed information architecture and user flows for old and new customer applications.

Graphic Designer and UX/UI Designer (Lead Team)

7/2018 - Present

- **Company Name:** Plogging Nigeria
- **Description:** 1. I trained designers on creating icons, logos, and E-flyers. 2. Collaborated with #FreeWeb4SDGs to design the Plogging Nigeria website. 3. Coordinating projects among the design

team, content creation team, and marketing/social media team. 4. Logo creation and branding 5. Translating strategic ideas into high-quality design within Plogging Nigeria's brand identity.

UX/UI Designer (Internship)

9/2021 - 12/2021

- **Company Name:** KodeCamp
- **Description:** 1. Created and conducted user interviews and competitor analysis for a student social media web application. 2. Collaborated with developers and copywriters to refine product features and aims. 3. Identified and troubleshooted UX problems with my senior colleagues' digital products. 4. Created user personas, user flow, and information architecture. 5. Designed and prototyped wireframes for a book donation mobile application. Conducted usability tests using usability hub and maze.

Freelance UX/UI Designer

6/2021 - 9/2021

- **Company Name:** Blek-scon Construction Colony Limited
- **Description:** 1. Validated the product ideas and features for start-ups through user research. 2. Conducted meetings with shareholders to establish and relate my design goals, scope of work, budgets, and deliverables. 3. Involved in every stage of the design process, from understanding through ideation, design, prototyping, and usability testing. 4. Collaborated with developers to create and deliver production-ready interfaces. 5. Incorporated customer feedback, usage metrics, and usability findings into the project to enhance user experience.

UX/UI Designer (Internship)

8/2020 - 6/2021

- **Company Name:** Ingressive For Good + Zuri
- **Description:** 1. Created and conducted UX qualitative research. 2. Collaborated effectively with the project managers and developers. 3. Created mockups for senior colleague projects. 4. Teamed up with other designers to design a learning platform. I designed low and high fidelity wireframes for the teacher's homepage, teacher's profile page, learner's homepage, and success and failure pages. 5. Constructed a workflow and project phase for my teammates and I.

Graphic designer

3/2017 - 2/2018

- **Company Name:** National Youth Service Corps (Ajaokuta Medical Centre, Kogi, Nigeria)
- **Description:** 1. Designed and tested graphic designs across various media. 2. Managed my employer's proposals from typesetting through to graphic design, print, and production. 3. Developed concepts, graphics, and layouts, which include making decisions about fonts, images, readability, and reader's needs. 4. Liaised with external printers or production teams to ensure deadlines are met and material is printed or presented to the highest quality.

Projects

Plogging Nigeria Website

2/2020 - Present

- <https://www.ploggingnigeria.org/>

Training 1

6/2021 - Present

- <https://michaelpells.github.io/sh-capstone-admin>
- NB: This is a random project a friend and I worked on during my UIUX training. Username: michaela@pellsea.com Password: 123456

Training 2

8/2022 - Present

- <https://michaelpells.github.io/sh-capstone-restaurant/>
- NB: This is a random project a friend and I worked on during my UIUX training. Username: michaela@pellsea.com Password: 123456

Certifications.

Diploma (UX/UI Design)

10/2022

- Techlabs (Berlin)

Diploma (UX/UI Design)

- Designpal (Canada, Remote)
- <https://app.diplomasafe.com/en-US/diploma/d57ba5e40ba65a7b0b619d31bee3cb94e5028a611>

5/2022

Diploma (UX/UI Design)

- KodeCamp Institute

12/2021

Diploma (UX/UI Design and Frontend Development)

- Ingressive For Good + Zuri Institute (USA, Remote)

6/2021

Technical Tools

- Operating systems and suites: MS Word, MS Excel, MS PowerPoint, Jira, and Google suites.
- Design: Figma, Sketch, Xcode, Zeplin, Adobe Suite(Illustrator, Photoshop, InDesign, and XD).
- Research: Miro, FigJam, and Storyboard.
- Programming Language: HTML and CSS.
- Usability Testing: Maze and Usability Hub.

References

Request On Demand

Language

English (Native speaker)
Yoruba (Native speaker)
German(Beginner A2)