About Me

Experienced UX designer and researcher skilled in creating user-centric digital experiences. Designed successful mobile and web apps and conducted usability testing. Holds a Master of Arts in Media Design and multiple UX design diplomas, showcasing a dedication to quality. I bring a blend of expertise and a collaborative approach to elevate user experiences.



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Vincent Oluwadamilare Akinyoyenu

EDUCATION

University of Europe for Applied Sciences, Berlin, Germany

Media Design (M.A.) 2024

Hochschule Rhein-Waal, Kleve, Germany

Biomaterial Science 2022

Obafemi Awolowo University, Ile-Ife, Nigeria

Biological Science (B.sc) 2016

LANGUAGE

- English (Native)
- German (Intermediate)

VINCENT OLUWADAMILARE AKINYOYENU

Junior UIUX Designer and Researcher

EXPERIENCE

Techlabs, Berlin | December 2022 - present UX Designer and Researcher (Voluntary working student)

- Leading and guiding a cohort of aspiring UX designers, committing 10 hours weekly to nurture their professional growth and advancement.
- Designed captivating user interfaces for the "Wastewise" and "Newswave" mobile applications.
- I perform user research to comprehend user needs by formulating relevant research questions, creating user personas, and pinpointing pain points from the results of my research.
- I effectively employ Google Slides and Forms for organizing and gathering research data and using GitHub for project resource management and version control.
- I create user personas, pinpoint pain points, develop user flows, and produce wireframes and interactive prototypes for Techlabs users utilizing Miro and Figma.
- Executing unmoderated usability testing and user feedback sessions to refine the overall usability and user experience.
- Collaborating closely with fellow designers, developers, and data analysts to ensure a seamless implementation of designs in accordance with UX specifications.

Coconet GmbH, Düsseldorf | January 2022 - December 2022 UX Designer (Working student)

- Proficiently developed wireframes and prototypes for SaaS products and financial applications. Skillfully managed project responsibilities, including schedule creation and timely delivery of design assets, with guidance from senior colleagues.
- Effectively transitioned design systems and style guides from Sketch to Figma for Coconet and other clients to ensure seamless consistency and enhanced efficiency in design processes.
- Proficiently conducted user research and testing of Coconet's projects to optimize user experience and produce better customer satisfaction. I designed visually appealing icons for various customer projects using Adobe Photoshop.
- Designed interactive wireframes for B2C applications, prototyping them to illustrate user flows and interactions for stakeholders and CTO.

SOFTWARE SKILLS

- Figma
- Sketch
- Unity
- Blender
- Adobe Creative Cloud
- InVision
- Miro
- Balsamiq
- Visual Studio

EXPERTISE

- UX Design
- UX Research
- Motion Design
- Prototyping
- Usability testing
- Corporate Branding and Graphics Design

CERTIFICATION

UI/UX Design

Techlabs, Berlin | 2023

• User Interface Design

DesignPal | 2022

• UI/UX Design

Kode camp Institute | 2021

Design and Frontend
 Development

Ingressive for Good+Zuri | 2021

PERSONAL SKILLS

- Empathy
- Team Player
- Communication
- Creativity

 Effectively collaborated with a diverse team of five professionals, including designers, developers, and a product manager, to conceptualize and design Coconet's Communication Center. This collaborative effort resulted in a remarkable 62% increase in user effectiveness, showcasing our ability to deliver impactful solutions. Additionally, partnered seamlessly with cross-functional teams to ensure alignment of designs with business objectives and technical feasibility, driving successful outcomes.

Plogging Nigeria, Remote | September 2018 - January 2022 Graphic and UX Designer (Voluntary)

- Collaborated with #FreeWeb4SDGs to produce wireframes and prototypes for the Plogging Nigeria website, ensuring alignment with project objectives and user needs. Directed design initiatives in partnership with Plogging Nigeria's crossfunctional teams, including content creation, marketing, and social media, to achieve cohesive and impactful outcomes.
- Designed visually compelling flyers utilizing Adobe Illustrator and Photoshop, adeptly integrating colour schemes, typography, imagery, and layout to communicate key messages and engage the target audience effectively. Additionally, I conceptualized and designed the logo for Plogging Nigeria's Green Switch Academy, reflecting the organization's values and mission with creativity and precision.
- Spearheaded the creation of a comprehensive UI style guide for Plogging Nigeria, ensuring consistent visual elements and brand identity across all digital platforms. This initiative streamlined design workflows and facilitated collaboration among team members, ultimately enhancing the overall user experience for Plogging Nigeria's audience.

Blek-scon Construction Colony Ltd, Remote | Jul. 2021 - Sept. 2022 | June 2023 - Jul. 2023

Freelance UI Designer and Researcher

- I solely spearheaded the design and research efforts for Taskger, a web application crafted explicitly for Nigeria's work landscape. From conceptualization to execution, I meticulously undertook all UI designs and research tasks. Collaborated effectively with diverse teams to ensure seamless integration of features and continued refining designs to perfectly match user needs and align with Nigeria's work culture.
- Conducted A/B testing on Taskger's user interface elements, refining key features and contributing 10% improvement in overall process efficiency as measured through user engagement metrics.
- Led the end-to-end design process for startup product concepts (Housing mobile application), from initial user research to final interface delivery. Collaborated closely with stakeholders to define project scope and design vision. Worked alongside developers to integrate customer feedback and enhance user experience. Managed design budgets and timelines effectively, strategizing workflows to meet client requirements. Engineered user-friendly interfaces, resulting in a significant boost in customer satisfaction.
- Designed and updated the Blek-scon design system, making it more user-friendly.