

# Vincent Oluwadamilare Akinyoyenu

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**UX/UI Designer | Berlin | +491786688559 | E-Mail: [vindamilare@gmail.com](mailto:vindamilare@gmail.com) | Portfolio: <https://vindamilare.netlify.app/>**

## Objective

I am a skilled and experienced UX/UI Designer with a proven track record of delivering engaging and functional designs. My ability to turn user data into visually appealing designs has resulted in improved website performance and user experience. With over 2 years of experience, I am adept at troubleshooting website functionality issues and always eager to continue learning and growing my skills. I am a self-starter with a strong work ethic, who values collaboration and thrives in a positive team environment. I am highly organized and committed to delivering quality work on time.

**Language Proficiency: English (Native/Fluent), Yoruba (Native), German (Beginner A2)**

## Experience

**UX/UI DESIGNER (WORKING STUDENT) | COCONET INNOVATION GMBH | JANUARY 2022 - OCTOBER 2022**

- Redesigned and updated Coconet's and customers' icon library and design systems, migrating from Sketch to Figma.
- Led the wireframe redesign for customers' applications, creating interactive prototypes and collaborating with developers to resolve UI/HTML/CSS issues.
- Created low and high-fidelity wireframes to bring clients' ideas to life, including information architecture and user flow for new web applications.
- Conducted user research and testing to inform design decisions, resulting in improved user experience and customer satisfaction.
- Demonstrated expertise in design tools such as Figma, Sketch, InVision, and Adobe Creative Suite.
- Worked closely with cross-functional teams, including product management, developers, and marketing, to ensure design aligns with business goals and technical feasibility.
- Updated and maintained design systems and style guides to ensure consistency and efficiency in design work.
- Contributed to project planning and project management, including creating project schedules, facilitating team meetings, and ensuring timely delivery of design assets.
- Actively sought out opportunities for professional development, staying up to date with the latest design trends and technologies.

**GRAPHIC AND UX/UI DESIGNER (LEAD TEAM) | PLOGGING NIGERIA | SEPTEMBER 2018 - CURRENT**

- Trained designers on icon and e-flyer creation and collaborated with #FreeWeb4SDGs to design the Plogging Nigeria website.
- Designed creative flyers and coordinated projects among design, content creation, and marketing/social media teams.
- Developed designs using Adobe Illustrator and executed original content, incorporating elements such as color, text, font style, imagery, and layout.
- Created logos and branding materials and translated strategic ideas into high-quality designs within Plogging Nigeria's brand identity.
- Provided design support and guidance to junior designers, fostering their professional growth and development.
- Utilized data and insights to inform design decisions, resulting in increased engagement and conversions for clients.

**UX/UI DESIGNER (INTERNSHIP) | KODECAMP INSTITUTE | SEPTEMBER 2021 – DECEMBER 2021**

- Conducted user interviews and competitor analysis for a student social media web application and collaborated with team members to refine product features and goals.
- Designed wireframes for a book donation application and conducted usability tests to identify and resolve UX problems.
- Troubleshot UX issues for senior colleagues' digital products and created user personas from research findings.
- Contributed to the development of a design system, streamlining the design process and increasing consistency across products.
- Conducted user testing and analysed data to inform design decisions, leading to improved user experience and satisfaction.

## **UX/UI DESIGNER (FREELANCE) | BLEK-SCON CONSTRUCTION COLONY LIMITED | JULY 2021 – SEPTEMBER 2021**

- Validated start-up product ideas through user research and collaborated with stakeholders to establish design vision and project scope.
- Led the full design process, from understanding to prototyping and testing, and presented rough drafts to sponsors and stakeholders.
- Worked with developers to create and deliver production-ready interfaces and incorporated customer feedback to improve user experience.
- Managed design budgets and delivered high-quality work on schedule.
- Stayed current with design trends and emerging technologies to inform design decisions and drive innovation.

## **UX/UI DESIGNER (INTERNSHIP) | INGRESSIVE FOR GOOD + ZURI | SEPTEMBER 2020 – JULY 2021**

- Led the design of an e-learning website, conducting UX research and creating questionnaires.
- Used Miro to create workflows for the team and designed low and high-fidelity wireframes for key pages, including teacher and learner homepages.
- Developed user flows, mock-ups, and prototypes and collaborated effectively with project managers and developers.
- Utilized data and insights to inform design decisions, resulting in a user-centered design that met project goals.
- Stayed up to date with design trends and emerging technologies, continuously improving the design process and outcomes.

## **Education**

### **M.A | September 2022 till date | University of Europe for Applied Sciences, Berlin**

- Major: New Media Design

### **Diploma | October 2022 till date | Techlabs, Berlin**

- Major: UX/UI Design

### **Diploma | January 2022 – May 2022 | DesignPal Canada (Remote)**

- Major: User Interface Design (<https://app.diplomasafe.com/en-US/diploma/d57ba5e40ba65a7b0b619d31bee3cb94e5028a611>)

### **Diploma | September 2021 – December 2021 | Kodecamp Institute**

- Major: UX/UI Design

### **Diploma | September 2020 – July 2021 | Ingressive for Good + Zuri, United States of America (Remote)**

- Major: UX/UI Design and frontend development

### **B.sc | September 2019 – August 2022 | Hochschule Rhein-Waal, Kleve**

- Major: Biomaterials Science

### **B.sc | March 2010 – September 2016 | Obafemi Awolowo University, Ile-Ife, Nigeria**

- Major: Biological science

## **Skills & Abilities**

- UI Design, Graphic design, Visual Development, UX Research, Usability testing, Motion Design,
- Responsive Web Development, Wireframing and Prototyping, Iconography, HTML and CSS
- Team Player, Creative and critical thinking, Stakeholders Management, Time Management and Sprint and Project management

## **Technical Proficiencies**

- Project management: Jira, Trello
- Design Tools: Figma, Sketch, Invision, Adobe Creative Suite, Miro
- Prototyping & Testing: Zeplin, Xcode, Storyboard, Usability hub, Maze
- Programming Languages: HTML, CSS