

# Vincent Oluwadamilare Akinyoyenu

## UX/UI Designer

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Creative UXUI designer offering three years of experience with a proven track record of delivering engaging and functional designs, leveraging user data to create visually appealing solutions that enhance website performance and user experiences. Proven history of successful collaboration with clients, product managers and developers to deliver seasonal and specialized projects. Emphasizing a strong work ethic, prioritization of organization, and commitment to delivering quality work on time.

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

## EXPERIENCE

### **Volunteer UXUI designer (internship and mentorship) | Techlabs, Berlin | October 2022 – Current**

- Providing expert guidance and mentorship to aspiring five UXUI designers, fostering their professional growth and development.
- Leading two training sessions on user-centred design principles, wireframing, prototyping, and usability testing, among other topics.
- Designed two mobile applications, "Wastewise" and "Newswave", conducted user research to identify user needs and pain points for both applications and created user personas, user flows, wireframes, and interactive prototypes for both applications.
- Conducted usability testing and user feedback sessions to improve usability and user experience of both applications.
- Collaborated with other designers, developers, and data analysts to ensure designs were implemented according to UX specifications.

### **Volunteer graphic and UXUI designer (Lead team) | Plogging Nigeria, Remote | September 2018 – Current**

- Collaborated with #FreeWeb4SDGs to design Plogging Nigeria's website.
- Coordinating projects with design, content creation, and marketing/social media teams.
- Developing flyers using Adobe Illustrator and Photoshop, incorporating elements such as colour, text, font style, imagery, and layout.
- Created the Green Switch Academy logo.
- Providing design support and guidance to junior designers to help them grow professionally.
- Used data and insights to make informed design decisions that resulted in increased engagement and conversions for clients.

### **Freelance UXUI designer | Blek-scon construction colony limited, Remote | June 2023**

- Led the successful implementation of Taskger, an innovative web application tailored to the Nigerian work culture. Oversaw the entire project lifecycle, from conceptualization and wireframing to usability testing and deployment.
- Collaborated with cross-functional teams, including senior designers, developers, and stakeholders, to ensure Taskger's seamless integration of comprehensive task management, project tracking, and work monitoring capabilities.
- Contributing to the continuous improvement of Taskger through user feedback and data analysis.

### **UXUI Designer (working student) | Coconet GmbH, Düsseldorf | January 2022 – December 2022**

- Created wireframes and prototypes for SaaS products and financial applications.

- Migrated Coconet's and other customers design systems and style guides from Sketch to Figma and maintained them for consistency and efficiency.
- Conducted user research and testing to improve the user experience and customer satisfaction.
- Worked with a team of five (designers, developers, and product manager) to design the Coconet's Communication Center.
- Worked with cross-functional teams to ensure design aligned with business goals and technical feasibility.
- Managed projects by creating schedules, facilitating team meetings, and delivering design assets on time with the supervision of my senior colleagues.

#### **Freelance UXUI Designer | Blek-scon construction colony limited, Remote | 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.
- Reviewed project requirements to plan workflows and evaluate client time and budget constraints.

#### **UXUI Designer (Internship) | Kodecamp Institute, Remote | 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.
- Troubleshoot 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.

## **EDUCATION**

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

- Major: Media Design M.A

#### **October 2022 – April 2023 | Techlabs, Berlin**

- Major: UXUI Design Diploma

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

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

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

- Major: UXUI Design Diploma

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

- Major: UXUI Design and frontend development Diploma

**September 2019 – August 2022 | Hochschule Rhein-Waal, Kleve, Germany**

- Major: Biomaterials Science B.Sc

**March 2010 – September 2016 | Obafemi Awolowo University, Ile-Ife, Nigeria**

- Major: Biological science B.Sc

## **SKILLS**

- UI Design
- Visual Development
- UX research and usability testing
- Motion Design and Iconography
- Wireframing and Prototyping
- Team Player
- Creative and critical thinking
- Time Management and Sprint and Project management.

## **TECHNICAL PROFICIENCY**

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