Vincent Oluwadamilare Akinyoyenu

UX/UI Designer | Berlin | +491786688559 | E-Mail: vindamilare@gmail.com | Portfolio: https://vindamilare.netlify.app/

Objective

I'm an experienced UXUI Designer with a track record of delivering engaging and functional designs. I use user data to create visually appealing designs that improve website performance and user experience. I'm skilled at troubleshooting website issues and always eager to learn and grow. I'm a self-starter with a strong work ethic who values collaboration and teamwork. I'm highly organized and committed to delivering quality work on time.

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

Experience

UXUI DESIGNER (INTERNSHIP), MENTOR | TECHLABS | OCTOBER 2022 - APRIL 2023

- Voluntary Mentorship, TechLabs (**April 2023 till date**); Providing expert guidance and mentorship to aspiring UXUI designers, fostering their professional growth and development. Leading workshops and training sessions on user-centered design principles, wireframing, prototyping, and usability testing, among other topics.
- Designed two applications, Wastewise and Newswave, using UX principles and best practices.
- Conducted user research to identify user needs and pain points for both applications.
- Created user personas, user flows, wireframes, and interactive prototypes for both applications.
- Conducted usability testing and user feedback sessions to improve the usability and user experience of both applications.
- Collaborated with developers to ensure the designs were implemented according to UX specifications.
- Demonstrated proficiency in tools such as Figma, Sketch, Adobe XD, Miro, and GitHub
- Completed coursework in UX design principles, information architecture, usability testing, and prototyping.
- Participated in team projects, collaborating with cross-functional teams to create user-centered designs.
- Demonstrated the ability to work independently and as part of a team to meet project deadlines and deliver high-quality work.

UXUI DESIGNER (WORKING STUDENT) | COCONET INNOVATION GMBH | JANUARY 2022 - OCTOBER 2022

- Used Figma, Sketch, InVision, and Adobe Creative Suite to create wireframes and prototypes for SaaS products and financial applications.
- Conducted user research and testing to improve the user experience and customer satisfaction.
- Worked with cross-functional teams to ensure design aligned with business goals and technical feasibility.
- Updated and maintained Coconet's and other customers design systems and style guides for consistency and efficiency.
- Managed projects by creating schedules, facilitating team meetings, and delivering design assets on time.
- Stayed up to date with the latest design trends and technologies.

GRAPHIC AND UXUI DESIGNER (LEAD TEAM) | PLOGGING NIGERIA | SEPTEMBER 2018 - CURRENT

- Trained designers on creating icons and e-flyers and collaborated with #FreeWeb4SDGs to design the Plogging Nigeria website.
- Designed creative flyers and coordinated projects with design, content creation, and marketing/social media teams.
- Developed designs using Adobe Illustrator, incorporating elements such as colour, text, font style, imagery, and layout.
- Created logos and branding materials that align with Plogging Nigeria's brand identity.
- Provided 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.

UXUI 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.

UXUI 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.

Education

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

- Major: Media Design

Diploma | October 2022 – April 2023 | Techlabs, Berlin

- Major: UXUI 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: UXUI Design

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

- Major: UXUI 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, Tello, GitHub
- Design Tools: Figma, Sketch, InVision, Adobe Creative Suite, Miro
- Prototyping & Testing: Zeplin, Xcode, Storyboard, Usability hub, Maze
- Programming Languages: HTML, CSS