VINCENT OLUWADAMILARE AKINYOYENU

Junior UX/UI Designer and Researcher

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PROFESSIONAL SUMMARY

Dynamic and proficient Entry-level UX/UI Designer and Researcher with a passion for creating intuitive and visually appealing digital experiences. Leveraging a solid foundation in UX design principles and proficiency in industry-standard tools such as Sketch, Figma, Miro and Adobe Creative Cloud, I excel in crafting engaging user interfaces. With hands-on experience in conducting user research, prototyping, and usability testing, I am equipped to contribute effectively to project success. My collaborative mindset and strong communication skills enable me to work seamlessly with cross-functional teams, as evidenced by my involvement in guiding aspiring designers and leading projects at previous engagements. Seeking opportunities in Germany or the EU, I am eager to apply my skills and drive for innovation to deliver impactful design solutions in a dynamic professional setting.

AREAS OF EXPERTISE

- User Interface Design   - Motion Design   - Prototyping
- User Research   - Usability Testing   - Visual Design
- Collaboration   - Communication   - HTML/CSS

PROFESSIONAL EXPERIENCE

Techlabs, Berlin | December 2022 - Present
Voluntary Working Student - UX Designer and Researcher
- Mentoring and guiding aspiring UX designers, dedicating 10 hours weekly to foster their professional development.
- Designing engaging user interfaces for mobile apps in e-commerce like "Wastewise" and "Newswave," prioritising customer-centric design principles.
- Proficiently utilising Google Slides, Forms, and GitHub to organise research data and manage projects.
- Creating user personas, identifying pain points, developing user flows, creating information architecture and producing wireframes and interactive prototypes using Miro and Figma.
- Conducting unmoderated and moderated usability tests and user feedback sessions to refine overall usability and user experience.

Coconet GmbH, Düsseldorf | January 2022 - December 2022
Working Student - UX Designer
- Developing wireframes and prototypes for SaaS products and financial apps, managing project responsibilities under senior UX designers' guidance.
- Transitioning design systems from Sketch to Figma for Coconet and clients to ensure consistency and efficiency.
- Designing interactive wireframes for B2C and B2B apps, prototyping interfaces and interactions effectively.
- Collaborating with a team to design Coconet's Communication Centre, resulting in a 62% increase in user effectiveness.
- Partnering with cross-functional teams to align designs with business objectives and technical feasibility.
- Suggested new feature ideas and translated the ideas into actionable design concepts to improve user experience and drive product innovation.

Plogging Nigeria, Remote | September 2018 - January 2022
Voluntary Graphic and UX Designer
- Coordinating with cross-functional teams (#FreeWeb4SDGs) to design low-fidelity and high-fidelity wireframes and prototypes for the Plogging Nigeria website.
- Designing engaging flyers and creating the logo for Plogging Nigeria's Green Switch Academy
- Creating a comprehensive UI style guide for Plogging Nigeria, streamlining design workflows and enhancing user experience.

- Developed a user-friendly web interface for Plogging Nigeria using HTML and CSS, focusing on intuitive navigation and engaging visual elements to promote community engagement and environmental awareness.

Blek-scon Construction Colony Ltd, Remote | Jul. 2021 - Sept. 2022 | June 2023 - Jul. 2023
Freelance UX Designer and Researcher
- Leading design and research for Taskger, a web app for Nigeria's work landscape, and conducting A/B testing for UI elements.
- Managing end-to-end design process for startup product concepts, collaborating with stakeholders and developers.
- Updating the Blek-scon design system to be more user-friendly.
- Developed responsive web interfaces using HTML and CSS to enhance user experience and ensure optimal display across various devices, adhering to UI/UX design principles and accessibility standards

QUALIFICATIONS

2024 **University of Europe for Applied Sciences, Berlin, Germany**
Media Design (M.A.)

2022 **HochschuleRhein-Waal, Kleve, Germany**
Biomaterial Science

CERTIFICATIONS

- Completed UI/UX Design course at Techlabs, Berlin in 2023.
- Received training in User Interface Design from DesignPal in 2022.
- Attended UI/UX Design program at Kode Camp Institute in 2021 and Frontend Development course (HTML and CSS) at Ingressive Good + Zuri in the same year.
- Completed several UI Design and Motion Design courses on Coursera and Udemy in 2021.

ACCOMPLISHMENTS

- Spearheaded the design and implementation of captivating user interfaces for mobile applications in the e-commerce sector, resulting in enhanced user engagement and customer satisfaction.
- Led a cohort of aspiring UX designers at Techlabs, dedicating 10 hours weekly to mentorship and professional growth, contributing significantly to their advancement in the field.
- Collaborated with cross-functional teams at Coconet GmbH to design and develop the Communication Centre, achieving a remarkable 62% increase in user effectiveness and demonstrating strong leadership and teamwork skills.
- Successfully conducted comprehensive user research and usability testing across multiple projects, resulting in refined designs, improved user experiences, and increased efficiency in project delivery.
- Played a crucial role in streamlining design workflows and enhancing user experience for Plogging Nigeria by creating a comprehensive UI style guide, contributing to cohesive and impactful outcomes across digital platforms.

SKILLS HIGHLIGHT

- ✓ **Soft:** I possess solid soft skills essential for effective collaboration and communication in team environments. I excel in leadership, mentoring, and fostering a supportive atmosphere, as demonstrated by my role in guiding aspiring UX designers at Techlabs and collaborating closely with cross-functional teams at CoconetGmbH. My adaptability, creativity, and attention to detail further contribute to successful project outcomes and positive working relationships.
- ✓ **Technical Skills:** I am proficient in various design and development tools, including Sketch, Figma, and Adobe Creative Cloud; I leverage these technologies to craft visually compelling and user-centric experiences. Additionally, my expertise extends to prototyping tools like InVision and Balsamiq and usability testing methodologies, enhancing the effectiveness of my design solutions. With a solid foundation in UX design, research, and motion design, coupled with hands-on experience in software such as Unity and Blender, I am equipped to tackle diverse design challenges and deliver impactful solutions.
- ✓ **Languages:** English (native speaker), German (Intermediate level).