VINCENT OLUWADAMILARE AKINYOYENU

Junior UI/UX Designer and Researcher

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)

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 mobile applications in the e-commerce sector, such as "Wastewise" and "Newswave", focusing on customer-centric design principles.

- Conducting comprehensive user research to understand user needs, including formulating research questions, creating user personas, and identifying pain points to inform design decisions.

- Effectively use Google Slides and Forms to organise and gather research data and GitHub for project resource management and version control.

- Creating user personas, identifying pain points, developing user flows, and producing wireframes and interactive prototypes for Techlabs users utilising 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. Skilfully 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.

- Conducted comprehensive user research and testing for Coconet's projects to optimise user experience and drive customer satisfaction. Designed visually appealing icons for diverse customer projects using Adobe Photoshop.

- Designed interactive wireframes for B2C applications, prototyping user interfaces and interactions to communicate design concepts effectively to stakeholders and the CTO.

SOFTWARE SKILLS

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

EXPERTISE

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

CERTIFICATION

- UI/UX Design | Techlabs, Berlin | 2023
- User Interface Design | DesignPal | 2022
- UI/UX Design | Kode Camp Institute | 2021
- Frontend Development | Ingressive 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 conceptualise and design Coconet's Communication Centre. 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 with Plogging Nigeria's cross-functional teams, including content creation, marketing, and social media, to achieve cohesive and impactful outcomes.
- Designed visually compelling flyers using Adobe Illustrator and Photoshop, adeptly integrating colour schemes, typography, imagery, and layout to communicate key messages and engage the target audience effectively. Additionally, I conceptualised and designed the logo for Plogging Nigeria's Green Switch Academy, reflecting the organisation'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 UX Designer and Researcher
- I spearheaded the design and research efforts for Taskger, a web application crafted explicitly for Nigeria's work landscape. From conceptualisation 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, refined vital features, and contributed to a 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, strategising 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.