ERUMAKA VERA UCHENNA

PRODUCT DESIGNER

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EXPERIENCE

Product Designer 📍 Remote
October 2023 – Present   Lagos, Nigeria
Luxpay, Finflow

- Collaborated with a team of developers and designers to build a fully-functional Fintech application.
- Responsible for creating intuitive and visually appealing interfaces that catered to the needs of Cryptocurrency users.
- Collaborated with a team of developers to build a fully functional crypto bank application.
- Conducting user research and staying up to date with crypto industry trends to ensure that the design incorporated the latest technologies and best practices.
- Collaborated with cross-functional teams, to translate user requirements and business goals into design solutions that promoted trust, security and efficiency in Crypto transactions
- Continuous iteration and refinement to ensure crypto bank's digital products provided a frictionless and Enjoyable experience for users in the world of crypto currency.

Product Designer 📍 Remote
August 2022 – October 2022   Lagos, Nigeria
LogiKeep

- Collaborated with a team of developers and designers to build a fully-functional e-commerce application.
- Designed the user interface focusing on layout, typography, colour to make the application look visually appealing
- Conducted evaluative testing with 50+ participants using Figma.
- Presented 10+ wireframes, high-fidelity screens, and design prototypes to stakeholders for feedback.
- Made sure all designs were responsive ensuring seamless functionality.
- Participated in sprint planning meeting and provided work estimates in terms of hours of human effort.

EDUCATION

Bachelor of Computer Science
Federal University of Technology, Owerri
October 2016 – December 2022

- Thesis on Development of an Automatic Speech Recognition Model for Igbo language words

PROJECTS

FinFlow | Fintech App
Lead designer on a Fintech application designed for cryptocurrency users.

Credib | An Events Management App
Lead designer on a project to build a fully functional events management application

Myafrimall Logistics | Affiliate Logistics Website
Collaborated on a project to build a logistics app that facilitates user's affiliation with the company.

LogiKeep |Book-keeping Management System
Developed High-Fidelity screens for LogiKeep Mobile Application

SKILLS

Prototyping	Wire framing
User Research	Collaboration
Guerilla Testing	Prioritization
Analysis	Time Management
User Flow	Contextual Inquiry
Mockups	Testing

- Conducted and generated UI reviews reports to ensure developers meet design requirements.

Product Designer ⚲ **Onsite**
May 2023 – June 2023   Port Harcourt, Nigeria
Credib

- Collaborated with a team of developers to build a fully-functional e-commerce application.
- Conducted evaluative testing with 10+ participants using Figma.
- Presented 20+ wireframes, high-fidelity screens, and design prototypes to stakeholders for feedback.
- Continually iterated on designs to improve user experience
- Participated in sprint planning meeting and provided work estimates in terms of hours of human effort.
- Conducted and generated UI reviews reports to ensure developers meet design requirements.
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UI/UX Designer (Contract) ⚲ **Remote**
August 2023 – October 2023   United States of America
Myafrimall Logistics

- Preparing rough drafts and presenting to internal teams and key stakeholders.
- Make distinctive designs (e.g. landing pages, sign up pages, sign in pages)
- Identify and resolve UX issues (e.g. responsiveness)
- Make layout changes based on user feedback
- Plan and execute new designs
- Improve on existing user interface designs
- Presented 20+ wireframes,high-fidelity screens, and design prototypes to stakeholders for feedback.

UI/UX Designer (Contract)   ⚲ **Onsite**
July 2023 – September 2022   Portharcourt, Nigeria
Aceplora Coding Academy

- Instructed students aged 5-19 in the fundamentals of design, fostering their creativity and design-thinking skills.
- Collaborated with young learners on real-world design projects which includes a movie app and a skincare app, resulting in innovative and visually appealing prototypes.
- Incorporated hands-on activities to engage and inspire students of various ages in and out of the classroom and provided constructive feedback and guidance helping them refine their design concepts and problem-solving abilities.

HOBBIES

Travelling	Cooking
Gym	Movies