

ODOFIN IBUKUN EUNICE

UI/UX Designer /Front-End Developer

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 Lagos, Nigeria.

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CAREER OBJECTIVE

A UI/UX designer and a Front-end Developer who is enthusiastic about creating digital experiences that prioritize users' needs. . With my experience I strive to merge creativity and strategic thinking to achieve outcomes. I blend research, innovative design and usability testing to guarantee an optimal user journey

EDUCATION

Lagos School of Programming

Full Stack Web Development

 March - August 2024

Nerdy Eye

User Interface & Experience Design

 July -September 2021

WORK EXPERIENCE

Daily Work Project, Junior Developer

July 2024-

August 2024

- Designed, developed, and implemented both the front-end and back-end of "Daily Work," a web application connecting customers with local service providers, including plumbers, electricians, carpenters, cleaners, and more.
- Utilized HTML, CSS, JavaScript, and React.js to build responsive, user-friendly interfaces that enhanced the user experience for customers and vendors, ensuring smooth navigation across devices.
- Built the back-end infrastructure using Django, ensuring secure user authentication, data storage, and vendor management. Integrated SQL for seamless database management.
- Incorporated a secure payment gateway for transaction processing, allowing customers to book and pay for services within the platform.
- Assisted in user testing activities to validate the effectiveness of UI/UX designs, ensuring that project goals were met and user needs addressed.
- Conducted usability testing to enhance the platform's functionality and streamline the service discovery process, resulting in improved customer satisfaction.
- Carried out some other projects during the course of my training that has strengthened my technical skills.

SKILLS

Tools

- Figma
- Adobe XD

Languages

- HTML
- CSS
- JavaScript

Libraries

- React JS
- jQuery
- Redux

Framework

- Bootstrap

Freelance, UI/UX Designer

Nov 2022 – Feb 2024

- Designed and developed user-friendly interfaces for a variety of personal projects, focusing on optimizing the user experience through thorough research, wireframing, prototyping, and usability testing. Applied a human-centered approach to solve design challenges and create intuitive products.
- Provided one-on-one tutoring to individual students on UI/UX design principles, covering topics such as wireframing, user research, usability testing, and design tools (Figma, Adobe XD). Created personalized lesson plans to cater to each student's learning pace and skill level.
- . • Produced and released instructional videos on YouTube, teaching UI/UX design fundamentals, best practices, and tutorials on design tools. Developed engaging content to make complex concepts easy to understand, helping a broad audience improve their design skills.
- . • Conducted user research and usability tests for personal and freelance projects to gather insights on user behavior, preferences, and pain points. Used the results to iterate and improve design solutions, ensuring products meet user needs.
- . • Prioritized designing for accessibility and mobile responsiveness to ensure inclusivity and seamless user experiences across devices.

Ideaz Hub, UI/UX Designer

Sep 2021 – Oct 2022

- Conducted UX assessments and provided recommendations to improve user experience.
- Collaborated in brainstorming and conceptual design sessions, contributing valuable insights and ideas to ensure the development of intuitive and engaging user interfaces
- . • Designed user interfaces for interactive prototypes and mock-ups, utilizing various tools and techniques.
- Participated in user research initiatives, gathering user feedback and insights to inform the design and development of UI/UX projects.
- Assisted in user testing activities to validate the effectiveness of UI/UX designs, ensuring that project goals were met and user needs addressed.