Njenga Karori
UI/UX Designer

EXPERIENCE 01

UI/UX Designer | Uamuzi, Kenya (Volunteer)
October 2022 - Present

- Actively participated: This shows that I was involved in all aspects of the project, from the initial concept to the final implementation.
- Complete overhaul: This highlights the scope of the project and the impact that my work had on the app.
- Conceived and crafted: This shows that I was responsible for the creative aspects of the project, from coming up with the initial ideas to designing the final product.
- User flows, wireframes, and interactive prototypes: These are all important tools used in user-centered design, and my work on these elements helped to ensure that the app was user-friendly and effective.
- Increase in user engagement and satisfaction rates: This is the most important outcome of the project, and it shows that my work had a positive impact on the app.
- Visual language: This refers to the overall look and feel of the app, and my work on this helped to create a cohesive and visually appealing user experience.

UI/UX Designer | Xtranet, Kenya
September 2022 - Present

- Designed user-centric interfaces: I worked with clients to understand their needs and goals, and then designed interfaces that met those needs. I focused on making the interfaces intuitive and easy to use, and I also ensured that they were accessible to users with disabilities.
- Improved the overall user experience: I did this by designing interfaces that were visually appealing and easy to navigate. I also made sure that the interfaces were responsive, so that they would work well on different devices.
- Worked collaboratively with the development team: I worked closely with the development team to ensure that my designs were implemented correctly. I also offered insights on best practices in user interface design, accessibility, and responsive design.
- Contributed to the marketing team: I worked with the marketing team to create engaging marketing materials, such as landing pages and promotional videos. I ensured that the marketing materials were visually cohesive and that they accurately reflected the functionality of the interfaces I designed.

UI/UX Designer | SwiftRide, Kenya
March 2022 - August 2022

- Conducted user research to understand user pain points: This involved interviewing users, collecting feedback, and analysing data to identify areas for improvement.
- Designed user-friendly interfaces: This involved creating wireframes, prototypes, and mockups to test different design options.
- Learned front-end development to contribute to the company's website: This involved learning HTML, CSS, and JavaScript to code the website's front-end.
- Communicated effectively with stakeholders to ensure design decisions were aligned with business goals: This involved meeting with stakeholders to discuss design decisions and ensuring that they were aligned with the company's goals.

CONTACTS 02

- kahirokarori@gmail.com
- LinkedIn
- Portfolio
- +254 720320407

SKILLS 03

- Figma
- Wireframes
- Prototyping
- User Research
- User Flow
- User Journey
- Human-Centered Design
- Information Architecture
- HTML/CSS
- Interaction Design
- Visual Design
- User Persona
- Storyboarding
- Micro-Interactions
- Design Thinking
- UI Design
- UX Design
- Design Systems
- User Interface Design
- Mobile Interface Design
- Communication

EDUCATION 04

B.Sc in Computer Science

Daystar University, Kenya

2016 - 2021