AROKOYO, MIRACLE

Product Designer | Delivering Engaging, Functional User Experiences

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PROFILE SUMMARY

- A Versatile and detail-oriented Product Designer with hands-on experience in UX research, wireframing, prototyping and human-centered design. Skilled in tools like Figma, Sketch, and Adobe Creative Suite, with a solid foundation in creating user-focused solutions through practical training and project-based learning.
- Creative and collaborative professional with a strong background in graphic design and nearly two years of freelance experience. Adept at translating concepts into visually compelling, user-friendly products that balance functionality with aesthetic appeal, while aligning with user needs and business goals.

LICENSES AND CERTIFICATIONS

- Adding Special Effects in Adobe Photoshop (Coursera) Gained hands-on skills in creating dynamic visual effects using advanced Photoshop tools, including layer styles, masks, and compositing techniques.
- Business Analysis & Process Management (Coursera) Learned principles of business analysis, including process modeling, identifying improvement opportunities, and aligning business operations with goals.
- Building a Business Presence With Facebook Marketing (Coursera) Explored effective strategies for brand visibility and engagement on Facebook, including content planning, ad targeting, and insights analysis.
- The Fundamentals of Digital Marketing (Google) Covered key concepts of digital marketing such as SEO, SEM, social media, email marketing, and analytics, with practical applications for online brand growth.
- Foundations of User Experience (UX) Design (Google) Developed a strong foundation in UX principles, including user research, journey mapping, wireframing, and designing with empathy and accessibility in mind.
- Game Theory with Python (Coursera) Gained insight into strategic decision-making models and applied game theory principles using Python for simulations and real-world problem-solving scenarios.

EXPERIENCE

Research And Development Intern Dangote Industries Limited

MAY 2023 - PRESENT

- Conducted market and technical research to support the development of innovative product solutions.
- Assisted in analyzing raw material samples and production inputs to improve product quality and reduce cost, working closely with engineering and quality assurance teams.
- Supported data collection and analysis for ongoing R&D projects, generating technical reports and documentation used in decision-making by senior management.
- Collaborated with cross-functional teams to implement experimental procedures, monitor performance outcomes, and propose improvements for manufacturing processes.

UI/UX Designer Intern CWW Tech Africa

JULY 2023 - AUGUST 2023

- Participated in a six-week intensive UI/UX internship program, gaining hands-on experience in user research, wireframing, prototyping, and user interface design using industry-standard tools.
- Learned and applied UX research methodologies to identify user pain points, gather insights, and define user personas for case study development and solution planning.

- Created detailed UX case studies for assigned design problems, showcasing understanding of problem definition, user journey mapping, ideation, and solution presentation.
- Collaborated with other interns in peer review sessions to present design decisions, receive feedback, and iterate on user-centered design solutions.

User Experience Designer Google UX Design Professional

JANUARY 2023 - MAY 2023

- Designed user-centered solutions by creating wireframes, user flows, and interactive prototypes, applying core UX principles to solve real-world design challenges.
- Developed detailed user personas and journey maps to guide the design process, ensuring alignment with user needs, behaviors, and pain points.
- Applied iterative design techniques, usability testing, and feedback loops to refine and improve user experiences across web and mobile platforms.

Freelance Graphic Designer

Fiverr APRIL 2021 - FEBRUARY 2023

- Delivered custom brand identity designs including logos, flyers, banners, and social media graphics for diverse global clients, consistently receiving 5-star ratings and positive feedback.
- Collaborated with clients to understand project requirements, translating ideas into compelling visual concepts that aligned with brand vision and audience appeal.
- Managed multiple design projects simultaneously, meeting tight deadlines while ensuring high-quality output using tools like Adobe Photoshop, Illustrator, and Canva.

EDUCATION

Bachelor's degree, Mathematics and Computer Science Covenant University

JANUARY 2020 - JULY 2024

SKILLS AND COMPETENCIES

- Design & UX Tools: Figma, Prototyping, User Interface Design, UX Research
- Design Methods: User-Centered Design, Design Thinking, Wireframing
- Software & Productivity: Microsoft Office Suite
- Collaboration & Research: Teamwork, User Research, Project Collaboration
- Soft Skills: Effective communication, problem-solving, adaptability, and time management