

# Frankpeter Ani

UX Engineer

## WORK EXPERIENCE

### Midlman - UI/UX Designer (March 2021 - Present)

- Conducted research for an effective and usable healthcare product on large scale using the processes: concept, research, analysis, wireframe and prototype.
- Worked with a software development team as the only UX designer.
- Designed the entire process for a friendly landing page website.
- Designed the dashboard for customers which close to your typical ecommerce platform for healthcare.
- Designed the dashboard for businesses which included an e-wallet and more control for businesses than the customers dashboard.
- Designed the dashboard for suppliers who could only supply healthcare products.
- Designed every single page of the admin dashboard for easy data control and collection of everything in all the 3 dashboards and editable elements in the landing page.

### Inspark - UI/UX Designer (August 2020 - Dec 2020)

- Redesigned the company's official website which initially got me hired, then I had to complete it.
- Did research for a mobile app for taking attendance these research included for competitive analysis, user flows and wireframing, empathy maps and user personas.
- I also led the wireframing, prototyping and testing for the mobile app design while mentoring an intern.

### Happivibe - UX Consultant (Oct 2020 - Dec 2020)

- Collaborated with good number of designers here which helped increase my design communication to a level.
- Created interview scripts for customers, and gave critics and reviews to other design projects.
- Tested prototypes and made changes to these prototypes, then submitted reviews directly to the CEO.

### Contract & Freelance UI/UX Designer (Jan 2020 - Aug 2020)

- Worked on about 9 live projects that was not full-time and only lasted till the end of the project. These projects include: Naijacrawl, Tonorp, History Lane, Cryptcraft, King cards, RM16 Classics, Foodigo, Femality Health etc.
- Made an open source contribution on open source design. I also requested to collaborate on other open source projects that I did not get responses off of.
- Working on remote and freelance jobs also nurtured my effective time management skills and ability to deliver products needed at the stipulated time.

## INTERNSHIPS

### Zuri Training - Product design Intern (April 2021 - June 2021)

- Further expanded my knowledge on deep understanding of the design processes and user research including: empathise, define, ideate, brainstorm, prototype, test and qualitative and quantitative research.
- Engaged in physical interviews with random people as requested by the mentors in the program which gave me more experience in collecting data for interview scripts and empathy maps etc.
- Had hands-on experience using apps like Miro for UX collaborations.

### HNG Internship - Product design Intern (April 2020 - Sep 2020)

- Worked on several futuristic products that were provided by mentors.
- Had industry-like experience when designing and collaborating with other designers.

### Genesys Tech Hub - Frontend development Intern (Sep 2020 - Feb 2021)

- Performed weekly projects and tasks after each class and tutorials.
- Helped me learn ReactJS better and strengthen my experience in CSS styling.
- Also improved my technical skills in software design and development.

## EDUCATION

### Enugu State University of Science & Technology

Computer Engineering (B.Eng)

Enrolled: 2016

### Techcraft ICT Academy

Frontend Development Bootcamp

Enrolled: 2018

<https://dazeign.com>

<https://dribbble.com/dazeign>

<https://dazeign.medium.com>

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## SKILLS

User Interface Design

Interaction Design

Rapid Prototyping

User Research

User Interviews

Usability Testing

Empathy Mapping

Surveys

Task Analysis

Web Design

## TOOLS

Figma

Miro

Protopie

Framer

HTML, CSS & JS

Webflow

## TALENTS

Deep sense of empathy

Out-of-box creativity

Big-picture thinker

Strong at design communication

## LANGUAGES

English

Igbo

## CERTIFICATES

