

# Divine Chukwudi

Product Designer with four years' experience building digital solutions that positively influence how technology impacts people's behaviour and positively impacts their habits.

## EXPERIENCE

### Salonhome Inc. — *Head of Design*

OCTOBER 2023 – DATE

- Leading the design Team, creating and maintaining brand identity, managing design budget, developing the Salonhome Inc. product roadmap, User experience and interface design architecture.
- Collaborating with other departments like the product, Marketing, and engineering team to ship a visually appealing and user-friendly product that aligns with the company's mission and objective..

### CTREAM, — *UI/UX Designer*

MARCH 2023 – DECEMBER 2023

- Conducting field data collections with vast user experience research to develop best practices for integrating GPT 4.0 technologies into company solutions. Integrated outcomes to reduce ambiguity of the CHATBOT technologies.
- Designing user interface for mobile, web and tablet on both light and dark mode screen presentation.

### Conversion.com, Remote — *UI/UX Designer*

AUGUST 2022 – MAY 2023

- Assisted the lead Designer (Josh Lenz) to evaluate experiments also meeting business and client's need by carrying out assigned task and creating intuitive interfaces using UI and UX design best practice
- Conducted evaluation testing using usertesting.com, synthesized and integrated outcomes in design solutions which reduced product bounce rate.

### Memorable AI, — *Product Designer*

MARCH 2022 – JUNE 2022

- I Designed Solutions that use deep learning and cognitive science to help people optimize brand asset and maximize the cognitive impact of their ads.
- Designed user interface for web app.

### Story Token, — *Product Designer*

SEPTEMBER 2021 – JULY 2022

- Lead Ideation, concept exploration (from story token whitepaper), digital strategy definition, and solution execution.
- Led the design team from concept to launch, created strategies that helped develop navigation flow, designing wireframes, and interactive prototypes, also organizing contents and advocating for the needs and goals of real users. Conceiving, planning and leading the development of high-end digital products for the blockchain space.
- Spearheaded communication with the development, marketing team and stakeholders to successfully build a great product design.

### VORU.IO, — *UI/UX Designer*

APRIL 2021 – MAY 2021

- Collaborated with a cross-functional team that includes engineers, product managers in order to create simple, easy-to-use we app.
- I designed business web applications and financial management User interface dashboard for the Voru.io B2B marketplace.

### Wendo Market, — *Product Designer*

DECEMBER 2020 – APRIL 2021

Christiantial villa,  
Enugu State, Nigeria.  
(+234) 8160888579

[divineebube@gmail.com](mailto:divineebube@gmail.com)

<https://divinechukwudi.vercel.app>

- I designed conceptual diagrams, wireframes, visual mock-ups, prototypes, flow Diagram and other UX/UI artefacts for Brand. Also designed graphical contents for the company social media platforms.
- Defined product specification and set design requirements based on briefs from internal teams and external partners.

### GenesysTech Hub, — *Product Design Intern*

MAY 2020 – NOVEMBER 2020

- Completed the Genesys Tech hub Internship 2020 Cohort, showcasing abilities to learn, collaborate, think and solve real-world problems.

### Tipper Mobile, — *UI Designer*

MAY 2019 – JUNE 2019

- Designed and Prototyped the Tipper Mobile App with Product Owner Jahbarie Jefferson.

## INDUSTRY SKILLS

- User Experience and Interface Design
- Interaction Design
- User Research and User Testing
- Information Architecture
- Visual Design
- Design Systems
- Storyboarding and Wireframing
- Prototyping and Accessibility

## TOOLS

- Figma, Adobe XD, MS Office tools
- Harvest, Asana, Float, Notion, Slack
- Adobe Creative Suite, Adobe Photoshop, Illustrator

## CERTIFICATIONS

- UX Foundations: Research
- Management Strategies for people and resources
- Visual elements of User Interface Design
- Agile Meets Design Thinking
- Hypothesis-Driven Development
- Agile analytics
- Digital Product Design: UX Research and UI Design
- UX Foundations: Usability Testing
- UX Foundations: Interaction Design
- UX Foundations: Multidevice design

## DEGREE

**University of Nigeria, (2017-2022)**

Bachelor of Engineering — *Electronic Engineering.*