BRYAN A. AZIMOH

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Dynamic Engineer with a passion for user centered design, and making. Recognised for commitment and proficiency.

EDUCATION

Diploma in Cyber Security
Oxford Home Study Center(OHSC) - 2024

MSc Interaction Design and Technology, major in Software Engineering
Chalmers University of Technology, Gothenburg - 2023

BSc Software Engineering and Management - 2019
University of Gothenburg

CERTIFICATIONS

Diploma in cybersecurity, OHSC (Oxford Home Study Center) - 2024

EXPERIENCE

Design Consultant
NatureVolts
London, UK - 2024
- Analyzed client needs and translate them into actionable design solutions
- Contributed to the presentation of ideas to non technical stakeholders
- Collaborated with developers and designers to create user-friendly and visually appealing designs
- Utilised Jira for managing workflow and timelines of requirements in projects

Freelance UI UX Designer
Tuve BarberShop
Gothenburg, Sweden - 2024
- Designed a web solution to facilitate customers booking appointments with their preferred barber
- Utilised Figma and Photoshop to design low-mid fidelity prototypes of proposed design solutions
- Conducted usability tests to identify usability issues and improve the user experience (UX)

Teaching Assistant (TA), INFORMATION VISUALISATION
Chalmers University of Technology
Gothenburg, Sweden - 2023
- Organised and coordinated design & programming workshops
- Led lab sessions using Highsoft chart tool to create secure data visualisations for web pages
- Provided virtual or physical support for students requiring technical assistance
- Collaborated with teachers to manage lesson plans, materials, and grading assessments

Front-end Developer Intern
NaturerVolts ca
Vancouver, BC, Canada - 2021
- Communicated with the client to elicit user requirements
- Translated and visualised user ideas into wireframes with the use of Figma
- Utilised WordPress content management system (CMS) in development of the High-Fidelity prototype of a webpage

PROJECTS

Interactive Maze (Art work)
- Explored ways to make art more captivating and engaging
- Utilising infrared sensors to detect an art observer's proximity to the art.
- Neopixel rgb leds are use to light up tracks of the maze
- Multiple patterns are displayed by the led lights depending on how an observer interacts with the art. E.g, if and observer moves from left to right, a wave pattern from left to right is generated accordingly

Interactive Jump-pads "weHop" TUI
- In collaboration with Generation Pep I led development of an interactive jumping platform to provide a fun way to help children achieve the recommended 60 minutes of physical activity per day
- Extensive research on materials was done to ensure the product was sustainable and affordable
- The pads are designed to handle sequential or simultaneous interaction i.e user can jump back and forth or on multiple receive the desired feedback
- GUESS-18 was utilised to gather insight on the Game's user experience satisfaction level after the participants playtested the system

Utilised: Arduino Due, DFPlayer, Neopixel rgb LED , Unity, C#, C++, UX, Gym-mat, Wooden plate, Force sensor, foam compound, Friction material mesh

Biosense Steering wheel
- Contributed to the development of a tactile steering controller with bio-sensing features
- Proprietary steering wheel designed to enhance the immersion of racing simulation gameplay
- Using arduino, pulse + pressure sensors integrated with a unity cart racing game a tactile and responsive steering controller was achieved

Utilised: Unity, Arduino Uno, C#, C++, Force sensor, UX, Pulse sensor, 3D printer

Autonomous RC Car
- Contributed to developments of an autonomous vehicle capable of lane-following, self- parking, and overtaking. Image processing is done through the OpenCV library. Repository
- Obstacle detection is achieved with the use of ultrasonic sensors, and arduino camera module

Utilised: C++, OpenDAVINCI, OpenCV, Docker, Ardunio, RaspberryPi, camera module, Lidar sensor

Camera and Lenses DSS (Decision Support System)
- Designed a desktop application that handles queries for selecting and filtering available cameras with and without a given lens type. Repository
- SQLite is used for database management

Utilised: Java, SQL, SQlite, Object Oriented PrOgramming(OOP), Swing,

Understanding Poverty InfoVis (Information Visualisation) UX Research
- Designed an interactive information visualization prototype to help 13-15 years (7-9th school year) learn about poverty in our world. Design includes at least 3 interactive information visualizations that help students understand poverty, and offers opportunities for further investigation. Utilised: UX design principles, Figma, Photoshop, UX research.

SKILLS

Software Engineering, UX designer, Project Management, Git, Github, C++, Java, Vue, React, Figma, Adobe Xd, Photoshop, Web-development, UI, Embedded systems, Robotics, Hardware, UX research, Scrum, Agile Methodology, Trello, Jira, Miro , MySQL, Matlab, CAD, 3D printing, Prototyping.