Chukwuma Pascal Onuoha

UI/UX Designer

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EXPERIENCE

Nexmejor - Abuja, Nigeria

February 2024 - present

UI Designer

- Spearheading the User Interface Design of the company website, which has user retention by 20% and session lengths by 15%
- Improving the onboarding process of new users, resulting in a 25% increase in trial-to-paid conversion rates
- Introducing micro-interactions and animations to the user interface, enhancing the overall user experience and engagement by 30%
- Conducting and analyzing user feedback sessions, using data to iterate and refine UI designs
- Coordinating with cross-functional teams to ensure UI designs are implemented correctly, reducing QA issues by 50%

Horus Hathor- Kigali, Rwanda

October 2023 - April 2024

Lead UI/UX Designer

- Applied user-centered design principles to create wireframes and prototypes using Sketch, improving user satisfaction scores by 25%
- Enhance the visual appeal of the company's flagship mobile app interface to generate an increase in app downloads.
- Developed design components in Figma, enabling faster design iterations and reducing project timelines by 30%

Mira Technologies - Lagos, Nigeria

July 2022 - August 2022

UI/UX Design Intern

- Supported the UX/UI team in the development of new interface features, enhancing usability and productivity
- Performed usability testing and gathered user feedback to inform design decisions, helping to improve feature adoption rates
- Created interactive prototypes using InVision to streamline the design process and reduce time-to-market for new features

EDUCATION

African Leadership University - Kigali, Rwanda

August 2025

Bachelor's Degree in Software Engineering

• Relevant coursework includes enterprise web development, front-end web development, machine learning and artificial intelligence, human-centered design, data structures, and algorithms.

SKILLS

Design Software: Sketch, Adobe XD, Figma, Principle, InVision, Marvel

Prototyping: Origami Studio, Axure RP, Balsamiq Mockups, Adobe After Effects, Cinema 4D, Blender

Front-end Development: HTML5, CSS3, JavaScript (React, Vue.js), Bootstrap

UX Research Tools: UserTesting.com, Optimal Workshop, Lookback.io, Hotjar, Mouseflow

OTHER

Professional Memberships: Interaction Design Foundation Member, Google Developer Students' Club, ALU Certifications: Certified User Experience Designer (CUXD) - Worded Academic Center (2022)

Professional Development: Advanced Sketch Workshop (2023), 'Designing for Accessibility' Seminar (2023)