Solomon Akhigbe

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Profile Summary

A creative and detail-oriented UI/UX Designer with 10 years of experience in designing intuitive and visually appealing digital experiences. Committed to crafting user-centric designs that enhance usability and drive engagement. Seeking an opportunity to leverage my expertise in UI/UX design to create innovative and user-friendly solutions for your company.

- 10 years of experience as a UI/UX Designer, specializing in user interface design, user experience research, and interaction design.
- Proficient in industry-standard design tools, including Adobe Creative Suite, Sketch, Figma, and InVision.
- Strong understanding of user-centered design principles and the ability to translate user needs into visually compelling and functional designs.
- Excellent problem-solving skills and the ability to collaborate effectively with cross-functional teams, including developers and product managers.
- Track record of delivering high-quality design solutions that meet project objectives and drive user engagement.

Key Competencies & Skills

- User Interface (UI) Design
- User Experience (UX) Design
- Wireframing and Prototyping
- Interaction Design

- User Research
- Usability Testing
- Visual Design
- Responsive Design

- Adobe Creative Suite
- Sketch, Figma, InVision
- HTML/CSS Knowledge
- Adobe Photoshop and Adobe XD

Professional Experience

UI/UX Designer

Mar. 2023 - Present

Gilgal Dabihn

Key Achievements & Main Duties

- Collaborated with both internal and external stakeholders to define product vision, project scope, and consolidated ideas to inform design decisions for several projects for the organization.
- Facilitated daily crit sessions for the design team, to review deliverables from members of the team and provide an avenue for peer-to-peer learning within the team.
- Conducted comprehensive user research, design, and usability testing to enhance user experience and improve user adoption for some existing internal projects.
- Mentored and provided guidance to interns, equipping them with essential UX design principles and proficient use of various design tools, resulting in their successful transition into skilled practitioners.

UI/UX Designer

Apr 2019 – Mar

2023

Teckdock

Key Achievements & Main Duties

- Collaborated Assisted multiple stakeholders in shaping their ideas into a viable solution, implementing market and user research to ensure that the solution meets user demands in the target region.
- Developed and implemented a comprehensive UX strategy and design system for the blockchain-based investment solution using agile methodologies.
- Designed intuitive web interfaces for the user, business, and investor sides of the solution, including low and high-fidelity mockups, and prototypes. This resulted in a decrease in errors during testing with tasks completed as scheduled.

UI/UX Designer Apr 2013 – Apr 2019

Federal Ministry of Environment

Key Achievements & Main Duties

- Collaborated with the design team to create visually engaging user interfaces for web and mobile applications.
- Assisted in the creation of wireframes and prototypes to visualize design concepts and functionality.
- Conducted usability testing sessions, gathered feedback, and contributed to design improvements.
- Assisted in the development and maintenance of design documentation and assets.
- Supported senior UI/UX designers in various aspects of design projects.

Education

Master's Degree in Information Technology

2021

The University of Georgia

Bachelor's Degree in Industrial Mathematics

2011

Ambrose Alli University

Other Qualifications

- UIUX designer at AQskills international
- Interaction design at Octonue