

ONOME OKOSUN

Halifax, Nova Scotia

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UI/UX DESIGNER

A UI/UX designer with a solid understanding of front-end web development concepts, driven by a passion for using technology to solve problems, and create meaningful digital experiences. Whether it's structuring clean, efficient code or fine-tuning interfaces for better user experience, always striving to make the user interface more easy to use and engaging.

SKILLS

Communication | Coordination | Compliance | CSS | Git | Fetch API | User Interface Design | User Experience Design | Wire-framing | Information Architecture | Figma | Cross functional Collaboration tools | Responsive Design | UI Frameworks and Libraries | Accessibility standards (WCAG) | Prototyping tools |

PROFESSIONAL EXPERIENCE

DEV and DESIGN, BootCamp

April 2024— S2024

Web Developer Intern

- Developed a strong foundation in HTML for structuring web content, including semantic markup and accessibility best practices.
- Gained proficiency in CSS for styling and layout, encompassing responsive design principles and modern layout techniques like Flex-box.
- Mastered the fundamentals of JavaScript, including data types, control flow, DOM manipulation, and asynchronous programming.
- Acquired a solid understanding of Python programming language.
- Gained experience with version control using Git
- Learned best practices for clean, maintainable, and efficient code.

AFFIXDOT TECH, Remote, Nigeria

2022— 2024

UI/UX Designer

- Redesigned the entire user interface of the mobile app and website, significantly increasing user onboarding. Boosted onboarding rate by 70%.
- Created wireframes and prototypes to test and refine designs, ensuring optimal user experience.
- Collaborated with cross-functional teams, including product managers, engineers and other stakeholders, to ensure designs met both design and technical requirements. Delivered project milestones on time, expediting team collaboration by 80%.
- Developed a cohesive design system to standardize design patterns for iOS and Android devices. Attained 95% design consistency across platforms.
- Introduced new features and seamless flows while maintaining standard UX practices and accessibility, amplifying user retention rate by 50%.
- Designed a ticketing flow for the sale and purchase of tickets on the app, streamlining the process

AJOSAVE, Remote, Nigeria

Oct 2023 — Jan 2024

Product Designer

- Oversaw comprehensive research on fintech B2B saving platforms and user needs, leading to actionable insights. Gathered data from 100+ user interviews, achieving an 85% satisfaction score.
- Formulated sketches, user flows, customer journey mapping, user needs mapping, personas, mockups, and storyboards, for the entire product, ensuring a seamless user experience. Improved user onboarding time
- Implemented high-fidelity designs for the micro-savings product's landing page and entire website, focusing on intuitive and user-friendly interfaces. Increasing landing page conversion rate.
- Developed comprehensive dashboards for different entities, including end-users, admins, and agents, to meet diverse needs. Enhanced dashboard usability, achieving a 90% positive feedback score.
- Managed the iteration design process using agile practices and A/B testing until the design satisfied all user-centric requirements.
- Worked closely with product managers and front-end developers and other engineers to ensure the product met all standard requirements. Successfully shipped the product on time, increasing development time considerably.

BLVNK AFRICA, Product Design student

July 2021 - Jan 2022

- I learned the fundamentals of design, design thinking, UX research, information architecture, and user-flow.
- Understanding of interaction design, collaborative design, Visual Design for Usability, Navigation & Menu Design and Usability testing.
- Knowledge of information visualization, Design Systems and Advanced Prototyping.
- Designed a Logistics mobile App called Dispatch Runner; a product that connects people to the nearest available dispatch rider in real time.
- Led a team on the design of 'GIVR' mobile App (a group project). 'GIVR' is a fintech start-up designed to provide users with the easiest, fastest and most effective ways to send, receive, pay bills, and borrow money from friends using only their phone number.

EDUCATION

Bachelors of Engineering, Computer UNIVERSITY OF BENIN

Google UX Design Certification

Coursera

Certified Product Designer, 2021

Design For Non-Designers (BLVNK)

Jobberman soft skills training/certification, 2021

JOBBERMAN