

ONOME OKOSUN

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FRONTEND DEVELOPER

A front-end developer with a background in UI/UX design, 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 web more easy to use and engaging.

SOFT SKILLS

Excellent communicator, Efficient Collaborator, Assertive individual, creative problem-solving, critical thinking, Task management, Attention to details, responsive to feedback

TECHNICAL SKILLS

JavaScript | React ES6 | HTML5 | 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 and Grid.
- Mastered the fundamentals of JavaScript, including data types, control flow, DOM manipulation, and asynchronous programming.
- Acquired a solid understanding of React, a popular JavaScript library for building user interfaces, covering component life-cycle, state management, and JSX syntax.
- Built and deployed multiple front-end projects demonstrating practical application of learned technologies. (You can optionally add: "Including [mention a project or two if space allows].")
- Gained experience with version control using Git. (Optional, but good to include if applicable)
- Learned best practices for clean, maintainable, and efficient code. (Optional, but shows good habits)

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%.
- Conducted user testing and leveraged usability principles to enhance the user experience
- 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.
- Created Style guide, Sitemaps, storyboards, and Stakeholder mapping, considering modern design trends.
- 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.

Vaste Legal, Remote**Jan 2023 - April 2023****Landing Page Designer**

- Designed visually appealing and user-friendly interfaces for the landing page, propelling the startup into the ALX Ventures incubator program.
- Drafted user stories, user interviews, wireframes and interactive prototypes to test and refine designs, improving the design approval rate by 100%.
- Collaborated with cross-functional teams, including developers and stakeholders in discovery workshops, to determine the project's goals and objectives.
- Spearheaded user research and usability testing to gather feedback and insights from users, increasing user satisfaction score to 90% through iterative design improvements.
- Participated in design reviews and workshops regularly, receiving feedback from and also giving feedback to fellow designers

Trip Buddy, Freelance/Collaborative project

2022

UX Designer

- Created an engaging and user-friendly explore screen to help users discover new travel destinations
- Designed the process for users to find and connect with travel companions, using quantitative and qualitative insights
- Participated in user interviews and surveys to gather data driven insights to understand the user needs and preferences for the app
- Worked closely with other designers and developers to bring ideas to life and ensure design consistency across the app to accelerate business growth
- Enhanced the product usability based on research findings, user advocacy, and hosting on webflow to increase user satisfaction and engagement.

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. '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

JavaScript Bootcamp, 2024

Dev and Design

Learned web development, Domain name system (DNS), HTML, CSS, JavaScript and React

Certified Product Designer, 2021

Design For Non-Designers (BLVNK)

Jobberman soft skills training/certification, 2021

JOBBERMAN

Frontend Web Development, 2021

Side Hustle Internship 4.0