

PENIEL OPUTA

Toronto/Remote | penielo76@gmail.com | www.penieloputa.com | 825-288-2424 |
<https://www.linkedin.com/in/peniel-oputa-a23462106>

Personal Statement

Detail-oriented and innovative UI/UX graphic designer and data analyst with a bachelor's degree in computer science and five years of experience in diverse companies. Proficient in Figma, strong analytical/problem-solving skills, and able to work independently or as part of a team. With a keen eye for aesthetics and a passion for delivering engaging visual content. I seek an opportunity to contribute my creativity and technical skills to a dynamic design team.

EDUCATION

University of Debrecen

B.Sc. Computer Science

Debrecen, Hungary

Class of 2020

Relevant coursework: Programming languages, Operating systems, Data Structures, and Algorithms, Web application development, Computer security, Applied mathematics.

Cambrian College

Postgraduate Degree in Business Analytics (GPA: 3.44)

Sudbury, Ontario

Class of 2023

Relevant coursework: Programming for Analytics, Data Collection, and Ethics, Structured Data Management, Statistics for Data Analytics, Enterprise Analytics, Connected Data, MKT, and Social media Analytic

WORK EXPERIENCE

1. Extend Communications

(8/2023 – 11/2023)

Customer Success Rep

Toronto, Canada

- Guide new customers through the onboarding process, ensuring a smooth transition and understanding of the product or service.
- Build strong customer relationships by understanding their needs, goals, and challenges.
- Act as the main point of contact between the customer and the company.
- Communicate regularly with customers through various channels (email, phone, video calls) to provide updates, share best practices, and gather feedback.

2. CEU (Central European University)

(5/2022 – 12/2022)

Technical UI/UX assistant

Budapest, Hungary

- Assist UI/UX designers in creating and refining design assets, such as wireframes, mockups, and prototypes.
- Use design tools and software to contribute to developing the user interface based on design specifications.
- Create and maintain technical documentation related to UI/UX design, including design specifications, style guides, and design system documentation.
- Ensure that technical documentation is accurate, up-to-date, and accessible to the design and development teams.
- Work closely with front-end developers to facilitate the implementation of UI designs.
- Provide technical guidance and support during the development phase to ensure designs are accurately translated into the final product.

3. Exit The Room

(10/2021 - 4/2022)

Game UI/UX Analyst

Budapest, Hungary

- Conduct user research to understand the target audience, their preferences, and behaviors.
- Gather feedback through surveys, interviews, and playtesting sessions to identify user needs and pain points.
- Design and iterate on the game's user interface, including menus, HUD elements, buttons, and interactive components.
- Ensure a visually appealing and cohesive design that aligns with the game's theme and style.
- Create wireframes and prototypes to visualize and test different interface layouts and interactions.
- Collaborate with game designers and developers to implement and refine UI elements based on feedback.
- Ensure a consistent UI/UX experience across different gaming platforms, such as PC, console, and mobile devices.
- Act as a bridge between player feedback and the development team, providing insights and recommendations for UI/UX enhancements.

PROJECTS

Game Using JavaFX

I designed a game similar to the game we all play now called Connect 4. Consider a game board consisting of 6x7 cells, each containing a piece of stone and a set of colored (red and blue) stones. The first player plays with the red stones, and the other with the blue stones. The board is initially empty. Players move in turn. In a move, a player must choose an empty cell and put a stone of his or her color into it. The game is over when a row, a column, or a diagonal contains three stones of the same color.

Software that teaches data structure and algorithm

For my Thesis, I developed Teaching Software using Microsoft PowerPoint, featuring tutorials on algorithms, pseudocodes, searching and sorting techniques, examples, illustrations, and tests for practice and understanding.

SKILLS

IT Skills: Adobe Creative Suite (Photoshop, Illustrator, InDesign), Sketch, Figma, R, Java, Power BI, Python, SQL, Object Oriented Programming, HTML/CSS, Microsoft Office, User research

- Strong understanding of font selection and layout principles
- Experience in developing and maintaining brand identities.
- Basic knowledge of HTML and CSS
- Experience with web development
- Has a Creative mind.
- Familiarity with operating systems such as Windows, Linux, and macOS
- Knowledge of database management systems such as MySQL
- Excellent problem-solving and analytical skills
- Ability to work independently or as part of a team.

Customer Service Skills:

- Strong communication and interpersonal skills
- Strong time management and organizational skills
- Can manage multiple projects.
- Ability to handle customer inquiries and complaints effectively.
- Excellent problem-solving and conflict-resolution skills
- Ability to multitask and prioritize tasks in a fast-paced environment.
- Proficient in Microsoft Office Suite (Word, Excel, PowerPoint)
- Experience with customer service and sales