

Hi, I'm a **Product Designer** with **3 years** of experience in **Human-Centered Solutions**. I have experience with both web and mobile applications. I specialize in user interface design, have strong design aesthetics skills, and enjoy coming up with new ideas through design while staying within the boundaries of the product. I am passionate about creating user centric, delightful and human experiences.

I enjoy making simple, elegant, and user-friendly websites and mobile apps. To obtain a simple and minimalistic style, sketches and mockups are crucial. I'm quite passionate about creating human centric products so my design work is driven by user research.

My design process involves: **Empathizing** with the users, **Defining** the problem to be solved, **Ideate** to come up with features that perfectly align with the stakeholder's needs & wants, **Hi- fidelity design**, and **Testing** to validate ideas.

## SKILLS

### Methods and Deliverables

- User flows - User stories - Personas
- Mock-ups - Motion graphics - Wireframes
- Style guides - Interactive Prototype
- Web development - Product Conceptualization
- Interaction Design

### Research

- Surveys - Usability tests - A/B testing
- Card Sorting - Heuristic research
- Market/Competitive analysis

### Methodologies

- Design thinking - User centered design
- Lean UX - Agile

### Soft skills

- Leadership - Product ideation
- Collaboration - Team work

## EDUCATION

- Bachelor of Science (B.Sc.) in Microbiology.
- Obafemi Awolowo University, Nigeria | 2019

## TOOLS

### Design

- Sketch - Figma - Adobe XD - Photoshop
- Illustrator - Indesign - After effect - Corel Draw
- Wordpress

### Prototyping

- Adobe Aftereffect - Invision - Balsamiq

## CAREER EXPERIENCE

### TM30 Global Limited

Jan 2020 - Present

#### UX Designer

As a Product designer at TM30 Global Limited, i oversee and manage the overall direction of digital products; which includes building the brand, the product (mobile and web apps), collaborating on a range of digital products, research, strategy, UI, UX and usability testing to create the best experience for both the business and clients at large.

### Richme

Sept 2021 - Present

#### UX Designer (Contract)

For the whole suite of Richme products, I design and was solely responsible for UX research, UI design, interaction design, and usability testing of all their products. My work involves conducting stakeholder interviews to gather requirements for web and mobile applications, creating prototypes for user testing and collecting feedback, Iterating based on these feedback and finally create intuitive interfaces, interactions and experiences at the same time having fun in the process.

### A-choices Magazine

Sept 2020 - January 2021

#### Creative Designer

- I work with the editorial team to design monthly magazines for the brand.
- I work with software engineers to design digital copies for each Month.

## ACHIEVEMENT AND CERTIFICATIONS

### Interaction Design Foundation:

- Become a UX Designer from Scratch (<https://www.interaction-design.org/samuel-akintunde/certificate/course/97c407e7-fc9b-4155-921a-45c2743ab684>)