

Summary

I'm a multidisciplinary tech talent passionate about building well-designed, well-engineered products and shaping the future of inclusive design, one user-centered solution at a time, through design and code.

Skills

- Design Tools: Figma, Adobe Creative Suite, Canva
- Collaborative Tools: Trello, Notion, Discord, Google Workspace, Miro, Loom, Slack
- Languages: HTML, CSS, JavaScript, Ruby
- Methodologies: Agile, Design Thinking, Accessibility Design, Sustainability Design, Critical Thinking
- Specialties: Design Systems, Product Design, Product Ownership, Responsive Design, UX Leadership, Visual Communication, Usability Testing, Prototyping, Wireframing, Mobile App Design, Web Design

Experience

Senior Product Designer | Brobd Solutions

Remote, United States • April ‘25 - Present

- Leading the end to end design process and aiding overall systems design and architecture of Brobd Solutions’ flagship Giant Ecosystem.

UX/UI Design Lead | Foundation For Intentional Community

Remote, United States • March ‘24 - Present

- Co-led the redesign of the FIC website, optimizing the homepage experience for 440K+ users and driving up to a 70% lift in retention.
- Mentored team members on UX best practices, conducting design critiques and fostering a collaborative environment to elevate design quality.

UX/UI Designer (Volunteer) | Trainly

Remote, Spain • June ‘24 - October ‘24

- Designed a cohesive UI component library, reducing design inconsistencies by 50% and cutting design revision time by 30%, which streamlined the user experience across the app.
- Implemented a foundational design system for Trainly’s fitness app, enhancing user accessibility and visual integrity.
- Engaged in peer reviews that reduced design errors by 40%, significantly improving the overall quality of deliverables and user satisfaction ratings.

UI Designer | Aimset

Remote, United States • April ‘24 - September ‘24

- Collaborated with a team of developers and project managers to deliver 100% of the design project on schedule, enhancing project turnaround time by 15%.
- Developed high-fidelity visuals for desktop, tablet and mobile devices.
- Won first place in a hackathon by designing an award-winning product in collaboration with a cross-functional team.

Collaborating UX Designer (Volunteer) | UX Workshop

Accra, Ghana • February ‘23 - March ‘23

- Conducted workshops for 10+ aspiring designers, resulting in an average satisfaction rating of 95%, with 80% of participants reporting increased confidence in their UX skills.
- Reviewed and critiqued design projects for aspiring UX designers, providing actionable insights that enhanced their design abilities.
- Organized interactive Q&A sessions, addressing common UX challenges and sharing practical tips for career growth.

UX/UI Designer • Freelancer

Remote, Worldwide • June ‘22 - Present

- Delivered tailored UX/UI solutions across 15+ client projects, achieving a 95% client satisfaction rate and a 20% increase in client retention.
- Enhanced user engagement by designing intuitive interfaces and experiences that aligned with each client’s brand goals, resulting in a 30% average improvement in user satisfaction scores.
- Streamlined design processes for clients, reducing project turnaround times by up to 25% through efficient wireframing, prototyping, and iterative design feedback.

Education & Training

- Coursera | Mountain View, California | Aug 2022
- Google UX Design Professional Certificate: User Experience Design
- HarvardX | Cambridge, Massachusetts | Jul 2022
- Harvard CS50x Certificate: Computer Science
- Our Lady Of Mercy Senior High | Accra, Ghana | May 2018
- High School Diploma

Honors

- Aim For Impact Season 2 Hackathon Winner
- Tech Fleet Servant Leadership Certificate
- CS50x Alumni

References

References available upon request.