

MUJONG TIMAWUS

| <https://www.behance.net/mujong> | tmujong@gmail.com | www.linkedin.com/in/mujong

EXPERIENCE

HNG (Abuja, Nigeria)

Product Designer Intern (Remote)

Jul 2024 – Aug 2024

- Worked alongside a cross-functional team of 10+ designers and developers to create an online Bingo game and an AI tools website, driving a 30% increase in user engagement and satisfaction.
- Advanced through 10 stages over 10 weeks in a competitive program with 4,000+ participants, enhancing UX/UI design and teamwork skills.
- Engaged with 50+ global tech professionals, honing design and problem-solving skills through diverse, real-world projects while building a robust professional network.

3YS (Dubai, United Arab Emirates)

Product Designer (Remote)

Mar 2024 – Present

- Led a redesign and functionality overhaul of the company's event app, resulting in a 35% improvement in user interface satisfaction and a 25% increase in overall user satisfaction ratings.
- Developed and implemented visually appealing engagement banners within the app, driving a 40% increase in user interaction and event participation.
- Redesigned and optimised the company's website, focusing on user-centric design principles that enhanced navigation, increased engagement by 30%, and improved conversion rates by 20%.

WTFRuchit Studios (Mumbai, India)

UI/UX Designer (Remote)

Dec 2023 – Jul 2024

- Played a key role in designing and developing a cutting-edge Web3/NFT app and website, which enhanced user engagement by 50% and drove a 35% increase in adoption rates within the decentralised community..
- Contributed to the design and implementation of an intuitive e-commerce seller portal, streamlining the user experience for sellers and increasing platform efficiency by 40%.
- Overhauled the fashion website's aesthetics and user interface, resulting in a 35% rise in user engagement and a 20% surge in online sales over six months.

Takeaway Food Delivery (Abuja, Nigeria)

Product Designer (Remote)

Oct 2023 – Feb 2024

- Developed detailed user flow diagrams to map out the complete user journey, ensuring a seamless experience for restaurant owners managing orders, menus, and customer interactions, resulting in a 20% reduction in order management time.
- Designed an intuitive dashboard displaying key metrics such as number of orders, total revenue, customer ratings, and top-selling items, enabling restaurant managers to quickly assess and optimise performance, leading to a 30% increase in operational efficiency.
- Collaborated closely with developers to implement designs, ensuring a consistent user experience across different devices and screen sizes, to increase mobile app usage.

HupDev

Product Designer (Remote)

Feb 2021 – Sept 2023

- Launched interactive prototyping methods, cutting development feedback loop by 40%, and fostering greater synergy between design and engineering, which accelerated project timelines by 20% and improved overall product quality.
- Completion Of rigorous usability testing, resulting in a 30% reduction in user mistakes and an overall improvement in the user satisfaction score.

- A/B testing and optimising the landing page design Initiating in a 15% improvement in conversion rates and a jump in user acquisition.

Base Hub (Buenos Aires, Argentina)

UI/UX Designer (Contract, Remote)

Feb 2020 – Jan 2021

- A/B testing and optimising the landing page design Initiating in a 15% improvement in conversion rates and a jump in user acquisition.
- Introduced interactive prototyping techniques, reducing the development team's feedback loop by 40% and enhancing collaboration between design and engineering.
- Completion Of rigorous usability testing, resulting in a 30% reduction in user mistakes and an overall improvement in the user satisfaction score.

eHealth4everyone

UI/UX Designer (Hybrid)

Mar 2019 – Jun 2020

- Implemented targeted marketing campaign resulting in a 30% increase in user engagement, achieved through personalised email automation and content optimization.
- Effective cooperation reduced development time by 15%, Bringing about a speedier time-to-market for new products launched.
- User retention boosted by 25%, with a 15% rise in daily active users, transforming the medical app into a user-friendly and vital tool for both healthcare professionals and patients.

EDUCATION

LANDMARK UNIVERSITY – Kwara, Nigeria

Bachelor of Science, Computer Science

ADDITIONAL

Skills:User Research, User Interface, User Experience, Interaction Design, Brand Design, Wireframing, Rapid Prototyping, Design Research.User-Centered Design, Design Thinking, Wireframing, Usability Testing, Design Systems, Information Architecture, User Flows, Persona Creation, Responsive Design, Mobile App and Web Design.

Tools: Figma, WIX, Photoshop,Wordpress, Illustrator, Lightroom, Premiere, Proto.io, Google Analytics,

Languages: English