OPEYEMI EMMANUEL CHARLES
PRODUCT DESIGNER

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Linkedin   **Portfolio**

An experienced Design Engineer with a successful track record of delivering exceptional web and mobile products to companies. Possesses a thorough understanding of various technologies, facilitating smooth collaboration with developers. Proficient in the latest tools such as Figma, Dart, Teal, Reach, Flutter, Protopie, Sketch. Works closely with cross-functional teams to achieve business objectives and enhance business growth. Maintains strong stakeholder relationships. Committed to delivering business goals by driving business growth.

EDUCATION

Master's Degree, Information Security (Msc) University of East London, Dockland, United Kingdom	(Dec 2024)
Bachelor's Degree, Computer Science (B.Sc) Ekiti State University, Ado-Ekiti , Nigeria.	(Dec 2019)
Project Management (CPM) European Business University, Luxembourg .	(Jan 2022)
Foundations of User Experience (UX) Google	(Aug 2021)
Introduction to User Interface Design, University of Minnesota, US	(Oct 2020)
Software Design as an Element of the Software Development Lifecycle ,University of Colorado	(Sept 2020)

EXPERIENCE

Oceangrsmith / UI Designer

Feb 2022 - Present, USA (Remote)

- Collaborate with cross-functional teams, engineering, marketing, achieving 70% reduction preparation time to define product requirements and deliver innovative solutions.
- Creating interactive solutions from the stages of concept ideation, Interface Design, and Prototyping to technical implementation with the 70% mobile responsiveness accuracy and 20% increment development timeline.
- My duties involved crafting and delivering innovative ideas, converting business goals into digital solutions, designing UI, building prototypes, and creating a custom Figma to React design system based on atomic design principles.

Onqoba / Product Designer

July 2021 -Feb 2022, France (Remote)

- Designed products alive by transforming wireframes and prototypes into visually stunning designs, resulting in a 79% decrease in bugs and a 38% increase in customer satisfaction.
- Developed a visual design system to enhance service processes, streamlined communication among 4 departments, reducing meetings by 45%. create visual design guidelines, storyboards, flow maps, and other related materials.
- Created smooth visual interaction for 6 mobile applications and 4 web applications that increased the clients productivity and sales by 30%, I also worked on SAAS, SAAP, WEB3, MFS products.

Reyox / UI Designer

July 2020 - May 2021, Nigeria

- Oversaw the entire design process for a digital agency, including research, creative conceptualization, and human-centred design for multiple B2B clients
- Planned with stakeholders to research and develop cohesive design plans, concepts, and prototypes that improved their growth by 12%.
- Developed and maintained detailed design specifications and documentation for SAAP, B2C, B2B, DEFI, Blockchain, ERPs -VMS, AR and others.

Medflit / Product Designer

March 2019 -June 2021, Nigeria

- Developed visually appealing and user-friendly visual interface including icons, graphics, and design system elements.
- Assisted in developing the company's design system and style guide. Helped improve the healthcare sector in Africa by working on the first telemedicine solution.
- Designed mobile apps and web applications that increased seamless interaction between doctors and patients by 40%.

SKILLS : **Design Thinking:** User Research, Empathy Maps, **Information Architecture:** Product Design, **Sketching/Wireframing:** Sketch, Task Flows, Low-Fi, **Prototyping:** User Testing, Interaction Design, High-Fi, Wireframing, Risk management, App develop, Leadership, Teamplayer

TOOLS : **Project Management, Mobile App Development (Flutter), Mobile Frontend, Blockchain Enthusiast, Figma, Flinto ,Framer , InVision Studio ,Miro , Origami , Principle , ProtoPie , Rotato, Sketch , Webflow, Python, Dart, Firebase, NFT, 3D Design, and AR/VR.**