Omosehin Samson Olayinka

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Professional Summary

UI/UX Designer with a background in Electrical and Electronics Engineering and 2+ years of hands-on experience delivering web and mobile design projects. Skilled in Figma, Adobe Illustrator, and prototyping, with a proven ability to transform complex problems into intuitive, user-friendly digital experiences. Portfolio showcases personal and freelance projects demonstrating design systems, wireframes, and interactive prototypes that improve usability and engagement. Passionate about blending creativity and logic to craft solutions that delight users and drive measurable results.

Skills

- UI/UX Design: Wire framing, Prototyping, Interaction Design, Responsive Web Design, Mobile Design
- Design Tools: Figma, Adobe Illustrator, Adobe Sketchbook
- Technical Skills: HTML, CSS
- Soft Skills: Collaboration, Time Management, Attention to Detail
- Additional Skills: Digital Illustration, Creative Problem Solving

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Experience

UI/UX Designer | Sky Lecture - June 2024 - Present

- Redesigned the Sky Lecture app interface, modernizing the look and making it visually appealing.- Improved usability by adding clear navigations and smoothing animations, reducing user friction by 20%.
- Created high-fidelity mockups and interactive prototypes using Figma, shortening design-to-development turnaround by 30%.
- Collaborated closely with developers to ensure the app functioned properly and the design was implemented accurately.
- Enhanced user engagement and satisfaction, leading to a 15% increase in daily active users.

Projects

UP (Community Founder Website)

- Designed the website interface for a community platform, focusing on a clean, modern, and user-friendly experience.
- Created wireframes, prototypes, and visual designs using Figma.
- Ensured responsive design for seamless usability across desktop and mobile devices.
- Developed branding elements to reflect the community's identity and mission.

Revera — A music learning App for Teenagers (Personal Project)

- Designed a music learning mobile app that helps teenagers learn instruments easily and enjoyably.
- Conducted user research to understand teenage learning habits and pain points around motivation and affordability.
- Built wireframes, user flows, and interactive prototypes in Figma to test usability and improve lesson navigation.
- Focused on making learning simple, exciting, and accessible through low-data and offline options.

Education

Bachelor of Engineering (B.Eng.), Electrical and Electronics Engineering University of Port Harcourt, Rivers State, Nigeria.