

SUMMARY

With more than 8 years of dedicated professional experience as a Product UI-UX designer, I am deeply committed to creating digital experiences that are not only intuitive but also truly captivating, leaving a lasting impression on users. My enthusiasm for crafting innovative interaction designs has been refined through close collaborations with esteemed clients. I consistently offer a distinctive viewpoint by delving into user requirements and enhancing efficiency to accomplish overarching goals successfully.

EDUCATION

Bachelor of Science - BSc, Computer Science

Ghana Institute of Management and Public Administration (GIMPA)
Accra, Ghana

Professional Education, User Experience and Interaction Design

The Interaction Design Foundation
Online

EXPERIENCE

Interaction Designer / Visual Design Mentor

UluntuXD Aug 2024 - Present Johannesburg, South Africa

Helping designers grow in interaction & visual design

- 💡 Sharing real-world tips on UX/UI, creativity, and problem-solving
- 👉 Guiding mentees to craft standout portfolios & presentations
- 🚀 Offering advice on career paths, industry insights, and growth strategies
- 🛠️ Building confidence in prototyping, usability, and visual storytelling

Product - UX / UI Engineer

senamDesign Mar 2012 - Present Remote

Product Strategy

We conceptualise products that stand out with desirable features, creating concepts to demonstrate product ideas and plan product roadmaps.

User Research

In user research, I combine quantitative and qualitative methods to discover user needs and pain points, create models of user behaviour, and provide a reliable foundation for strategic decisions.

UX Design

By combining iterative design with research, I create the logic of user journeys, layouts' structure, and the interactions that make up the core of how people use the application.

UI Design

The subtle ways I use colour, typography and graphics to create a harmonious visual style come to represent an application across different platforms.

Prototyping and User Testing

I create interactive prototypes that capture the experience of a product module and use behavioural measures to discover which interaction concepts bring the best results.

SKILLS

Design

UX & UI Design Digital Design Wireframing
Concept/Visual Design Human-Computer
Interaction Digital Illustration User Surveys
Competitive Analysis Prototyping Journey Mapping

Tools

Figma Adobe XD Sketch Axure
Photoshop Illustrator InDesign Premiere
After Effect Marvel Principle Adobe Premiere
Notion Framer X Marvel

Frontend

HTML5 CSS JavaScript

ACTIVITIES

Branding & Design Mentor
Founder Institute

Member
Lions Clubs International