Akinleye Muhydeen

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EDUCATION

University of the People   Pasadena, CA
Bachelor of Computer Science   *Present*

EXPERIENCE

UI Designer Intern   Jun. 2023 – Aug. 2023
Codeplay   *Remote*

- Designed user interfaces for a learning website, enhancing usability for over 100 new interns; created a consistent and user-friendly interface that effectively streamlined learning resource navigation.
- Collaborated with a team of 5 developers to integrate UI components, boosting user engagement metrics. This teamwork ensured the UI components were seamlessly integrated into the website's backend, resulting in a cohesive user experience.
- Facilitated user research and usability testing, gathering user feedback to refine platform design and functionality. This iterative process allowed the identification of pain points and necessary adjustments to improve overall usability.
- Developed wireframes, prototypes, and high-fidelity designs using Figma, improving user satisfaction scores. These designs were crucial in visualizing the final product and ensuring alignment with project goals.

PROJECTS

Artmop App

- Crafted a mobile app simplifying the art purchase process, enhancing navigation and visual appeal, leading to increased user retention. The app's intuitive design made it easier for users to browse and purchase art, resulting in higher customer satisfaction and repeat usage.
- Conducted market research and user surveys to identify key features, resulting in improved user satisfaction. This research helped in understanding user needs and preferences, which were then incorporated into the app's design.
- Engineered wireframes, interactive prototypes, and final UI designs, ensuring a cohesive user interface that boosted usability. These design iterations were essential in creating a smooth and engaging user experience.
- Implemented usability testing and iterated on the design based on feedback, achieving increased overall usability. Regular testing and feedback loops allowed for continuous improvement and optimization of the app's functionality.

KindDonation

- Created a user-friendly UI for a donation platform, boosting user engagement and streamlining the donation process. The design prioritized ease of use, simplifying the donation and contribution tracking experience.
- Designed and prototyped the user interface using Figma, incorporating feedback from users to enhance the overall user experience.
- Achieved increased user engagement through intuitive design and an optimized donation process. The user-centric approach encouraged more users to interact with the platform and complete their donations.

TECHNICAL SKILLS

Design Tools: Proficient in Figma, Adobe XD, and Sketch, which I use to create detailed wireframes, prototypes, and high-fidelity designs. I leverage these tools to visualize and iterate on design ideas, ensuring that the final product meets user needs and business goals.
Languages: HTML, CSS
Methods: User Research, Wireframing, Prototyping, Usability Testing
Certifications: Google UX Design Certificate, Diploma in User Experience Design - Alison, Adobe XD Masterclass - Udemy