MAKINDE AKANDE

UX / UI DESIGNER

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PROFESSIONAL SUMMARY

Experienced UX/UI Designer adept at leading the design process for various digital products. Skilled in user research, wireframing, prototyping, and high-fidelity design using Figma and Adobe Creative Cloud. Proficient in HTML, CSS, and WordPress. Dedicated to crafting user-centered interfaces that elevate the user experience. Deliver projects on time, within budget, and to exceptional standards.

EXPERIENCE

Booz Allen Hamilton
UX / UI Designer

October 2023-Present
Washington, DC

- Lead two concurrent projects, collaborating closely with CTOs, UX Designer and Project Manager.
- Conduct comprehensive UX research, blending traditional UX design approaches to gather user insights, coordinate stakeholder consensus, and synthesize findings.
- Navigate executive-level opinions, bringing poise and polish to merge diverse perspectives into cohesive ideas.
- Engage with senior leadership to articulate project scope and align expectations.
- Comfortably handle projects related to the Department of Defense (DoD), GDS, and military/defense-focused materials.
- Collaborate and conduct design reviews to improve usability, aesthetics, and user experience of dashboard components designed by external vendors.

Ansar Services DMV
UX Designer / Web designer

June 2023-December 2023
Washington, DC

- Conducted contextual interviews to uncover user pain points and frustrations, aligning design goals with user needs.
- Performed heuristic reviews and utilized Google Analytics metrics to enhance understanding of user behavior.
- Crafted wireframes and prototypes in Figma, followed by visual design assets in Adobe Photoshop.
- Addressed complex design challenges with an intuitive and user-friendly interface, resulting in increased donations and website visits.
- Established and managed social media pages on LinkedIn and Instagram, amplifying the organization's mission visibility

RUMINATE
UX Designer

February 2023-May 2023
Remote

- Enhanced the design system by creating 5+ components and 3+ UI patterns, fostering component reuse across the website.
- Managed a team of 4 designers and collaborated with five engineers, 2 product managers, and three researchers.
- Led an 8-week design sprint to develop Ruminate's Feedback - B2B SaaS platform, resulting in a functional MVP.
- Orchestrated a feature kick-off workshop involving product, engineering, and client stakeholders.
- Ensured alignment on ideas, scope, feasibility, and concerns prior to designing an admin view, streamlining the process

MENTORZ INC
UI/UX Designer

June 2021-February 2023
Remote

- Created wireframes and interactive prototypes, serving as the foundation for intuitive user interfaces and seamless interactions.
- Developed detailed high-fidelity designs and mockups, collaborating closely with Engineers to ensure technical feasibility and alignment with design goals.
- Optimized user flows through iterative design processes, reducing steps required for users to achieve their objectives.
- Implemented consistent design language aligned with company branding guidelines, enhancing product identity and user recognition.
- Collaborated effectively with cross-functional teams, including Engineers and Product Managers, to align design objectives with business goals.
- Incorporated user feedback and insights to craft user-centered solutions that addressed pain points and preferences.

GLOBAL PRINT MASTER
Graphic Designer

February 2019-May 2021
Washington, DC

- Developed numerous marketing programs (logos, brochures, newsletters, infographics, presentations, and advertisements) that have improved clients' transactions.
- Created and conceptualized visual ideas for print and social media
- Designed and implemented the graphic, layout, and production communication materials while helping clients cut their costs by an average of 12%.
- Worked on the usability, development, and implementation of the Website projects.

EDUCATION

GOOGLE UX DESIGN CERTIFICATE
December 2021 - August 2022

- Completed rigorous training designed for entry-level job readiness. Topics included UX research fundamentals, inclusive design, wireframes and high-fidelity prototypes, and tools like Figma and Adobe XD. Completed hands-on projects and developed a portfolio with three projects

Udacity User Experience Nanodegree
Completed : February, 2021

UNIVERSITY OF LAGOS
History Education B.A (Edu), December, 2014

CONFERENCE

UXPA International Conference   *Baltimore 2021*

- Participated in the enriching UXPA conference, engaging with industry leaders on topics ranging from self-fulfillment in UX to service design research, multilingual UI patterns, and accessibility integration in design, fostering growth and insights in the UX field

SKILLS

- Usability testing
- Comparative analysis
- Surveys
- Contextual Interview
- A/B testing
- Wordpress

- Journey Mapping
- Wireframing
- Design Thinking
- Branding
- Prototyping
- Design system

- Facilitating design critique
- Agile methodologies
- Communication strategy
- Problem Solving
- Product management
- Project management