OMOWUNMI JUNAID

Product Designer

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SUMMARY

Product Designer with over 5 years of experience creating complex digital solutions and visually stunning user interfaces. I have a proven track record of enhancing user engagement and driving business success through innovative design solutions.

SKILLS AND TOOLS

- **Design Skills**: User research, visual design, usability testing, interaction design, wireframes, prototyping, mockups, user flows, agile methodology, and UX strategy.
- **Soft Skills:** Teamwork, communication, project management, creative thinking and problem-solving.
- **Tools:** Figma, Adobe XD, Miro, Framer and Sketch.

PROFESSIONAL EXPERIENCE

MONEYAFRICA **Remote**

Product Designer **2026 - Present**

- Leading the redesign of the MoneyKids platform, focused on simplifying financial learning for children and improving engagement through intuitive, age-appropriate experiences.
- Designing and improving user experiences across MoneyAfrica's digital products, ensuring clarity, accessibility, and ease of use.
- Identifying usability gaps and implementing design improvements to enhance user interaction and retention.
- Translating product requirements into user flows, wireframes, and high-fidelity designs that align with business and user goals.
- Iterating on designs based on user feedback and product performance insights.

TELEX.IM **Remote**

Senior Design Consultant **2024 - 2025**

- Improved overall UX, UI, and visual design, resulting in a 30% improvement in user satisfaction scores during testing.
- Guided the team on market positioning strategies, aligning the product experience with target audience needs and the competitive landscape.
- Conducted usability testing with 20+ target users and led interviews with potential leads, identifying key improvements for higher adoption rates.
- Established documentation and process guidelines that boosted design team efficiency by 20% and reduced rework.
- Partnered with cross-functional teams to prioritise features, enabling the delivery of a market-ready MVP 2 weeks ahead of schedule.

REVENT TECHNOLOGIES **Nigeria**

Product Designer **2022-2024**

- Led UI/UX design across multiple SaaS and fintech products, delivering scalable and user-centred solutions in a fast-paced, project-based environment.
- Contributed to the development and maintenance of design systems for consistent branding and design elements.
- Designed and contributed to Flowmono, a document management and e-signing platform, delivering solutions for two multinational banks within three months.
- Led the redesign of Vybecash, a Fintech application, which led to a 35% increase in user engagement and a 20% rise in new user acquisition.
- Collaborated with over 15 product managers, engineers, and cross-functional teams to brainstorm, refine design strategies, and ensure cohesive user experiences. Improving client satisfaction scores by 15%.

KARPLE **Remote**

Senior Product Designer **2023-2024**

- Took full responsibility and led the entire design process, including wireframing, prototyping, and visual design from concept to delivery of a carpooling app.
- Conducted user research and usability testing to inform design decisions and enhance product functionality.
- Initiated and analyzed user research involving 20+ participants and 5 usability tests to gather actionable insights; implemented changes that improved user onboarding, now adopted by over 100 new users monthly.
- Collaborated closely with cross-functional teams to brainstorm and refine design strategies.
- Managed the design handoff process, ensuring seamless collaboration with development teams and timely project completion.

EDUCATION

UNIVERSITY OF LAGOS **Lagos, Nigeria**

Bachelor of Science Education, Mathematics Education **2020-2025**

VOLUNTEERING

HNG TECH **Remote**

Lead Design Mentor **2023-Present**

- Mentored and guided 5,000+ emerging designers annually, providing personalised feedback and skill development.
- Created and reviewed design tasks that simulated real-world product challenges, improving participants' practical UX/UI skills.
- Facilitated group critiques and workshops, fostering peer learning and professional growth.
- Supervised the design and delivery of 10+ real-life products each year, enhancing portfolio readiness for 80% of participants.