# Chimezie Ekpendu

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## PROFESSIONAL SUMMARY

Bringing over four years of comprehensive experience in product design to the table, I excel in designing innovative products that seamlessly combine form with function. With a strong foundation in user-centered design principles, prototyping, and effective cross-functional collaboration, I have a proven track record of propelling product success.

## SKILLS

**Skills & Tools**

User Experience, Interaction Design, User Interface, Physical and Digital Prototyping, Visual Design, Wireframing, Low-High Fidelity Mockups, User Interviews, User Testing, Information Architecture, Journey Mapping, Qualitative/Quantitative Analysis, A/B Testing, Competitor Analysis, Communication, Rapid Iteration, Problem Solving, Cross-Functional Collaboration, Human-centric Approach, Solicit Feedback | Figma, Adobe XD, Sketch, Zeplin, Framer, Protopie, Balsamiq, Webflow, Jitter, Canva, Notion.

## PROFESSIONAL EXPERIENCE

**Senior Product Designer**
*Chedda Finance*  🔗
- Currently leading design initiatives, driving user-centric solutions for financial products.
- Managing the entire design process from concept to execution.
- Collaborating cross-functionally to ensure innovative and visually compelling designs.
- Currently focusing on crafting intuitive interfaces that enhance the financial user experience.
- Contributing my expertise to elevate Chedda Finance's web3 presence.

10/2023 – present
Toronto, Ontario, Canada

**Lead Product Designer (Part time)**
*Bulan*  🔗
- Designed exceptional, user-friendly interfaces for a wide range of web and mobile applications, consistently receiving positive feedback and enhancing user experiences.
- Worked closely with cross-functional teams, including product managers and developers, to ensure the successful launch of innovative products.
- Developed and implemented a design system that improved design consistency and efficiency.
- Conducted several A/B testing and usability studies, resulting in a remarkable increase in user engagement.

04/2021 – present
Remote

**Product Designer**
*Foundation*  🔗
- Created aesthetically pleasing and intuitive user interfaces, as well as interactive prototypes, for a diverse range of mobile and web applications, enhancing user experiences and functionality
- Collaborated seamlessly with the development team, contributing to streamlined project timelines and the successful delivery of cutting-edge products
- Conducted in-depth user research and usability testing, resulting in data-driven design improvements that significantly increased user satisfaction and product adoption rates
- Implemented a design system to maintain visual consistency across multiple projects, reducing design-related discrepancies and enhancing the overall brand identity.

02/2022 – 10/2023
San Francisco, California, USA

**Product Designer**
*Deel*  🔗
- Elevated the performance of critical product features at Deel, resulting in a remarkable 6% surge in user interactions and a significant 10% reduction in user-reported issues

01/2021 – 02/2022
San Francisco, California, USA

- Led a comprehensive user research initiative, which informed the redesign of the company's flagship product
- Optimized user onboarding experiences, resulting in a significant improvement in user retention and conversion rates.

**Product Design Intern** 03/2020 – 09/2020
*Creator IQ* Culver City,
California, USA
- During my internship at CreatorIQ, I conducted usability testing protocols, leading to a notable 6% enhancement in the overall user satisfaction score
- Maximized design success through utilization of materials, available production methods and current technologies.
- Completed over 80 mockups, working closely with engineers and model makers to refine products for optimal results.
- Collaborated and learned closely with the development team to design and implement user-centered features.

## COURSES

### Google UX Design Specialization 🔗
- Foundations of User Experience (UX) Design
- UX design process: empathize, define, and ideate.
- Build wireframes and low-fidelity prototypes.
- Conduct UX research and test early concepts.
- Create high-fidelity designs and prototypes in Figma.
- Responsive Web Design in Adobe XD
- Design a user experience for social good and prepare for jobs.

### Undergraduate(BSc.)
- Human-Computer Interaction (HCI)
- Project Design

## EDUCATION

### Computer Science
**BSc,** Redeemer's University
2018 - 2022
Computer Science