

Femi Adeoye

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[MY PORTFOLIO](#)

UI/UX DESIGNER

I have 4+ years of work experience as a UI/UX Designer and Cinematographer. My expertise lies in creating prototypes, wireframes, frames, flows, and UI designs to deliver exceptional user experiences. I have successfully developed UI designs for various sectors, including transportation and e-commerce. Additionally, I possess the skills to build mobile applications for multiple platforms and design websites of various types such as blogs, e-commerce sites, and landing pages. I am proficient in using Figma as my design tool of choice.

PORTFOLIO LINK: <https://adeoyenifemi2002.wixsite.com/my-site>

Skills

- User interface Design
- Mobile application design
- Website Design
- User Experience Design
- Cinematography
- Motion graphics
- Prototyping
- Webflow
- Graphic Design

Experiences

Babble Translator App

Product Designer | 08/2024 - Present

I worked on the mobile app design design for an individual person and a developer, a team of two. I designed Babble, a voice, text, and image translator app that bridges the gap between translators and users seeking translation services. My design focused on creating an intuitive user experience, making it easy for users to request translations and for translators to provide timely and accurate assistance. Additionally, the app features live translation capabilities, enabling instant conversation across language barriers. The result is a dynamic platform that simplifies global communication for all users but is still in development.

Emplug Limited

Senior UI/UX Designer | 08/2023 - Present

I collaborated with an established organization, where I was responsible for redesigning and developing new UI screens for a social media platform known as "Plugic." This platform enables users to search for and apply to job listings posted by other users. My primary role encompassed the design and development of a web application tailored to this specific purpose. Additionally, I crafted a captivating landing page for the platform.

27 Community

Product Designer | 07/2024 - 08/2024

Live links: 27community.com

I designed a one page website for 27community.com, a company with a mission to build the strongest 27Community in the world. The design process involved extensive user research to understand the community's needs, ensuring an intuitive and engaging user interface. I implemented clean, modern visuals with an emphasis on simplicity and ease of navigation, allowing members to connect, collaborate, and access resources seamlessly. The design also prioritized responsiveness, ensuring optimal performance across devices. Through this project, I successfully crafted a digital space that fosters community interaction and growth.

Browt Tech

UI/UX Designer | 03/2023 - Present

Design links: [Landing page link](#) [Mobile app link](#)

Live links: [Driver App link](#) [Passenger App link](#)

During my work experience, I had the opportunity to work with a start-up company focused on transportation and logistics. My role involved designing a mobile application for this purpose. I also created a landing page that provided users with detailed information about the app and assisted them in downloading it from the App Store and Play Store.

I actively contributed to the development of this transportation and logistics app. To ensure user satisfaction and improve the app's usability, I conducted surveys and gathered feedback from users.

Based on this input, I implemented enhancements to the design, prioritizing good usability and an intuitive user experience.

Just Chelsea

Live Site: justchelseafc.com

User Interface Designer | 12/2022 - 02/2023

Design of a blog for an individual. Led user experience research projects to aid development planning. Enhanced design validation processes through strategic testing. Used design expertise to create high-quality animations for diverse websites. Built site-specific interfaces for navigation, data management, and e-commerce requirements.

Manifold Ventures

User Interface Designer | 01/2022 - 03/2022

Redesign of a Mobile Application. Creating better design and prototyping new frames Optimized solutions, performing usability testing to gather and investigate user feedback. Developed UI specifications using Figma; increasing unique design and user ability Enhanced design validation processes through strategic testing.

Grocery Store

User Interface User Experience Designer | 12/2021 - 08/2022

[Project design Link](#)

I developed a mobile app for a convenient groceries store experience. The app allows users to purchase groceries easily and have them delivered to their preferred drop-off location. To enhance the user experience, I implemented an in-app payment method, enabling seamless and secure transactions. Additionally, I incorporated a user-friendly search and shop section, making it effortless for users to find and add items to their cart.

Gadget Hub

User Interface Designer | 02/2020 - 08/2021

[Project Link](#)

As a UI/UX Designer, I was involved in building a mobile application for an E-commerce gadget store. My role encompassed creating frames, prototyping, and designing user flows with a strong focus on delivering the best user experience. Additionally, I collaborated closely with the team to design UX

product and service solutions that aligned with the business goals of the E-commerce mobile app. This involved understanding user needs and preferences to create intuitive and user-friendly designs.

Bea Spa

User Experience Designer | 05/2020 - 10/2020

Created models and prototypes for pre-implementation testing. Designed UX product and service solutions to meet business goals. Built site-specific interfaces for navigation, data management, and e-commerce requirements. Designed a website for beauty and spa bookings making it easy for user ability Maintained excellent knowledge of emerging multimedia technologies and trends to meet client demand.

Education

Mechanical Engineering
Lagos State University, Lagos, Nigeria

Languages

English