Olamide Michael Oladeji, Web & Product Designer

Professional Summary

Experienced Product, Web, and WordPress Developer with a strong focus on UI/UX design. Skilled in creating responsive websites, managing WordPress development tasks, and delivering innovative digital solutions. Adept in collaborating with teams to meet business needs and enhance user experiences.

Contact

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Skills

- User Research
- Collaboration & Leadership
- Visual Design
- Communication & Teamwork
- User Testing
- Adaptability and Continuous Learning

Core Competencies

- Web & Product Design
- WordPress Development
- UX/UI Research & Prototyping
- Adobe Creative Suite
- Figma, Webflow, WordPress
- Design Thinking & B2B Marketing Strategy

Work Experience

Webbagenten - Sweden   Lead WordPress Developer
JANUARY 2024 - PRESENT

- Handle essential WordPress development tasks including website maintenance, plugin integration, and customization.
- Collaborate with the team to deliver SEO-optimized and user-friendly websites for various clients around Sweden.

Vortice Gaming Web App   Lead UX/UI Designer
AUG 2023

- Designed user flows and high-fidelity prototypes for a gaming tournament platform, improving user engagement and experience.

KadICT Hub (Innovation Hackathon)   Lead Product Designer
APRIL 2023

- Led the design of a Centralized Medical Record System for Kaduna state, using tools like Figma and Illustrator.

GreyHobb (XR/Metaverse Hackathon)   XR/UX Designer
FEBRUARY 2023

- Led a team to design a Metaverse experience called Afro-Liberators, allowing users to explore African art and hold virtual meetings.
- Utilized tools like Figma, Blender, and Meta Spark Studio to create immersive, high-fidelity virtual environments.
- Successfully won the hackathon with a prize of NGN500,000.

Tools & Technologies:

- WordPress
- Figma
- Adobe XD
- Adobe Photoshop
- Illustrator
- Webflow
- Microsoft Office

Education

B.Eng in Chemical Engineering (Design Discipline)
Ahmadu Bello University, Zaria

Work Experience Cont

GreyHobb (SDGs Hackathon)   UX Designer
JANUARY 2022

- Led a team in designing "KADSA," a distress and security information app to promote peace and safety in Kaduna.
- Conducted extensive UX research and designed high-fidelity wireframes using Figma and Illustrator.
- Secured second place in the hackathon, contributing to innovative tech solutions for public safety.

Side Hustle – Lagos, Nigeria   Product Designer Intern
JANUARY 2023 - FEBRUARY 2023

- Conducted research and designed a fintech app to solve user pain points in Nigerian banking.
- Created wireframes, high-fidelity prototypes, and collaborated with a lead designer to meet weekly UX goals.
- Implemented design thinking to improve user experiences.

Radical X – N.Y (U.S.A.)   Global Virtual Product Design Intern
AUGUST 2022 - DECEMBER 2022

- Collaborated globally to design a candidate screening web app.
- Led research, competitive analysis, and developed user stories and flows.
- Designed and tested prototypes using Figma, Illustrator, and Whimsical, meeting weekly milestones with the team.

Atlas Studio   Product Designer
JUNE 2021 - PRESENT

- Delivering branding, web design, and development services using WordPress, Adobe Suite, Figma and for other necessary tools for businesses.

Ray Global Services   Graphics Design Manager
APRIL 2021 - AUGUST 2021

- Managed daily activities for the company, overseeing logistics, cleaning, printing, and craftmaking departments.
- Developed content designs that significantly boosted marketing efforts and income for the business using Adobe Creative Suite to enhance brand presence.