



Olamide Michael Oladeji

A tech-centered professional based in Kaduna, Nigeria. I find the tech space fascinating because of its major role in finding creativity and practical solutions to solve the world's problems easily, while also providing millions of opportunities.

Education

B.Ed Chemical Engineering
(Design Discipline) 2019 - 2023
Ahmadu Bello University, Zaria.

Work Experience

August 2023 - Present
Lead Product Designer and UX Designer
VORTICE GAMING CONTEST WEB APP

Vortice is a gaming tournament platform where users can compete in tournament, for their favorite games and win amazing prizes. You can also challenge friends, wager against each other and lot of amazing features.

Role in the Project:

- 1.) Coordinated UX & UI research, understanding how the gaming industry works, knowing it pain point and user pain point.
- 2.) Developed a user flow and sketched low-fi wireframes to help me and stake holders understand the platform. We then tested it on target users to know our progress.
- 3.) Using tools like Figma, Illustrator and photoshop to create high-fidelity designs and prototypes while following the agile methodology of the company.
- 4.) We then tested the high-fi prototypes within the stakeholders and product managers with the developers. after which we tested on our target users.
- 5.) After mutiple iterations on design and prototypes, i finally did a proper handoff of designs, design system and prototypes to the development team.

April 2023
Lead Product Designer
KadICT Hub (Innovation Hackathon) - Kaduna, Nigeria

KADICT HUB is a kaduna state tech hub that host tech hackathon every year in the state, me and my team were selected among the top 10 participants among almost 100 that applied.

Role in the Hackathon:

- 1.) Coordinated the quantitative and qualitative research processes, while leading a team of three designer and developers
- 2.) My team created a MVP of a Centralized Medical Record System (MRS) for Kaduna state citizens, and Nigeria at large.
- 3.) Using tools like Figma, Illustrator and photoshop to create wireframes and high-fidelity prototypes while following the agile methodology of my team.
- 4.) Established a design thinking culture in the team, allowing every team member to play a significant role in the success of the MVP created.
- 5.) Met UX milestones by working with the Judges and some other designers to ensure that user problems were tackled as intended.

February 2023
XR/UX Designer
GreyHobb (XR/Metaverse Hackathon) - Kaduna, Nigeria

Greyhobb is tech compnay in kaduna, they are strongly invested and leading Metaverse and XR in Kaduna state They hosted a hackathon to gather more insights and ideas about the Metaverse and XR. My team won the hackathon with a sum of NGN500,000.

Role in the Hackathon:

- 1.) Coordinated the quantitative and qualitative research processes, while leading a team of XR designers and XR developers
- 2.) My team created a Metaverse called Afro-Liberators where you can carry your avatar and do meetings, see African art works and interact with your friends.
- 3.) Using tools like Figma, photoshop, Blender, Spatial, Readyplayerme and Meta Spark Studio to high-fidelity experience and Virtual World.
- 4.) Established a design thinking culture in the team, allowing every team member to play a significant role in the success of the MVP created.

January 2023 - February 2023
Product Designer
Side Hustle Internship - Lagos, Nigeria

Side Hustle is a tech company that does internship for people interested in tech, I was happy to be selected as an intern for them. I completed the internship after one month.

Role in the Internship:

- 1.) Coordinated a quantitative and qualitative research process, on Nigerian users using Bank Apps and make an evaluation of their experience.
- 2.) Tasked to create new bank app (fintech app) that would solve these problems we researched, i had to Established a design thinking culture.
- 3.) Using tools like Figma, Illustrator, Whimsical and photoshop to create wireframes and high-fidelity prototypes while following the agile methodology.
- 4.) Met UX milestones every week by working with the Lead product designer to ensure that user problems were tackled as intended.

August 2022 -December 2022
GLOBAL VIRTUAL PRODUCT DESIGN INTERN
Radical X - New York, U.S.A.

Radical X is a tech company that does internship for people interested in tech, I was happy to be selected as an intern for them. I completed the internship after one month.

Role in the Internship:

- 1.) I was part of a global team of product designers creating a screening process web application to access candidates' proficiency in technical skills and help companies pick the right fit for open roles.
- 2.) Tasked to do secondary research, Competitive analysis, user stories, user flow, wireframes and high-fidelity wireframes and prototypes.
- 3.) Using tools like Figma, Illustrator, Whimsical and photoshop to create wireframes and high-fidelity prototypes while following the agile methodology.
- 4.) Met UX milestones every week by working with the Lead product designer to ensure that user problems were tackled as intended.

January 2022 - February 2022
TECH HACKATHON (UX DESIGN)
GreyHobb (SDGs Hackathon) - Kaduna, Nigeria

An Innovation Bootcamp and Hackathon held to think and develop tech solutions to promote peace and inclusive societies and to solve insecurity within Kaduna state.

Role in the Hackathon:

- 1.) Coordinated the quantitative and qualitative research processes, while leading a team of three designer and developers
- 2.) My team and i won the second position, after creating a distress and information Application. I work on the UI, UX and Branding materials for our solutions called KADSA (Kaduna Security Application)
- 3.) Using tools like Figma, Illustrator and photoshop to create wireframes and high-fidelity prototypes while following the agile methodology of my team.
- 4.) Established a design thinking culture in the team, allowing every team member to play a significant role in the success of the MVP created.
- 5.) Met UX milestones by working with the Judges and some other designers to ensure that user problems were tackled as intended.

Work Experience contd.

April 2020 - present
Product Designer
ODStudios - Kaduna, Nigeria

ODStudios is a design agency that provides Digital and industrial design, Branding and marketing services to both small and large enterprises around Nigeria and beyond.

Role in the Job:

1.) Responsible for Offering Design Services to clients, Running the day to day Activities of the Studio. Collaborating with other product designer to create ideas.

April 2021 - August 2021
Graphics Design Manager
Ray Global Services - Kaduna, Nigeria

Ray Global Services is a company that offers Design, Cleaning/Laundry, Logistics services to its clients.

Role in the Job:

1.) Responsible for Offering Design Services to Clients, Running the day to day Activities of the Company. I created Content Designs for the Company Department (Logistics, Cleaning, Printing, & Craftmaking). Which Boosted their income and marketing)

Visit My Portfolio Website to View Some of
My Awesome Works

www.olamidedesign.com

Skills

Adobe Creative Suite • B2B Marketing Strategy • Google Workplace

Adobe Photoshop • Figma (Software) • Design Thinking • Problem Solving

Rapid Prototyping • Prototyping • Interaction Design • Web Design • Wireframing

User Experience (UX) • User Interface Design • Strategic Thinker • Leadership

Creative Minded • Pitch Deck Expert • Confident Speaker

Researching and Documentation

Tools

Figma	
Adobe XD	
Wordpress	
Blender	
Adobe Illustrator	
Adobe Photoshop	
Webflow	
Adobe After Effects	
Wix	
Prezi	
Create Studio	
Power point	
Jira	
Trello	
Fig jam	

Contact



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References available on request.