

Chinedu Chuks

Senior Product Designer

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Professional Summary

I have 4 Years of expertise as a product designer who uses human-centered design and atomic design principles to create captivating mobile and web products. I am well-versed in the technical aspects of how money functions and have a good aptitude for problem solving.

Technical Skills

Design skills:

Leadership, Interface design, wireframe, prototyping, interaction design, user research, sketch, visual design, illustration, Graphics design, motion design

Architecture skill:

Information architecture (Atomic design structure)

Tools

Design tools

Adobe suite, Figma, Protopie, Miro, Sketch, Invision

Engineering tools

Html, Css, Swift, Vue, Javascript

Documentation and Kpi tools

Notion, Trello, Jira, Google suite, Hotjar

Experiences

Fairmoney

Senior Product Designer

Remote, Paris, Île-de-France

Mar. 2023 – Current

Design System Modernization:

- Collaborating with the design and development team to modernize the existing design system and system structure
- Creating and maintaining variations of the design system, providing detailed redlines, spec, logic and rules for a variety of use cases
- Introducing new tools and technologies to optimize design and development processes

Loan Restructure:

- Enhanced company profits and engagement by 75% through innovative loan restructuring, empowering users to modify their loan agreements.

- Performed user research and Assessed various loan patterns and frameworks to ensure scalability and performance within the design and production team.
- Led discussions and provided insights to the team on the benefits and drawbacks of different approaches.

Payment widget:

- Revamped the payment widget, streamlining user transactions for effortless ease and convenience.
- Recognized and remedied design inefficiencies, eliminated redundancies, and resolved underlying technical complexities to enhance the overall product experience.
- Successfully boosted ux score by 30% above average for the company

Indeed Senior Product Designer

Remote, Austin Texas
Jun. 2022 – Jun 2022

User Engagement (growth):

- As a core member of the team, I conducted user research to identify user preferences and behavior patterns, subsequently enhancing the user experience for heightened engagement.
- Devised diverse marketing campaigns that generated awareness, contributing to a net increase of 5,000 users.
- Conducted regular feedback sessions with users to gather insights and enhance the user experience.

Service Design Redesign:

- Oversaw and upheld the design system, while also crafting comprehensive documentation to facilitate clear comprehension of our design choices across different teams.
- Integrated various automation tools and services to streamline the build, testing, and deployment processes, resulting in increased efficiency and faster delivery of design updates.

Architecture Structure and System Setup:

- Led the initiative to establish a robust and scalable architecture structure and system for designs at Indeed.
- Designed and documented the architecture patterns and best practices to ensure consistency and maintainability across projects.
- Worked closely with the team to facilitate knowledge transfer and adoption of the new architecture guidelines.

Craftturf Product Designer

Remote, London
Jan. 2021 – Dec. 2022

Clinician and patient Appointment setup:

- Championed the atomic design methodology, fostering modular and reusable design components that expedited development and maintenance, while also promoting a cohesive visual identity.
- Conducted thorough user testing and iterative design cycles, harnessing feedback to refine and optimize the appointment setup workflow, enhancing user satisfaction and task efficiency.
- Translated wireframes and conceptual designs into ****high-fidelity visuals**** that amplified user engagement and streamlined the appointment booking process.

Developers implementation:

- Leveraged coding background to create clear design assets, enabling seamless communication

between design and development teams.

- Collaborated with developers to ensure design feasibility and a seamless handoff, leading to swift implementation of features and functionalities within the product.
- Orchestrated the creation and management of a comprehensive design system for ourberry.com, ensuring consistency and coherence across various components and interactions.
- Balanced design principles and coding constraints to accelerate the design process, reducing iterations and development delays.

VpdMoney

Product Designer

Remote, London
Apr. 2019 – Dec. 2021

Payment Design Overhaul:

- Played a significant role in the redesign of the Vpdmoney payment screen for our android and ios app which resulted in a significant rise in user engagement and company's transaction per month
- Collaborated with cross-functional teams, including product managers and developers, to define requirements and deliver a seamless payment integration experience for end-users.

Onboarding Process for New Designers:

- Revamped the Design onboarding process, making it easier and more efficient for new engineers to join the team and start contributing quickly.
- Developed comprehensive onboarding materials, including documentation, code samples, and interactive training sessions.
- Mentored and supported new team members during their initial stages to ensure a smooth transition into their role

Education

Advance diploma in multimedia
Arena Multimedia
2019 – 2021

Nano degree in product design
Udacity school
2020 – 2020

Link And Resources

Public Application	Other link
Fairmoney	Lottiefiles
Indeed	Dribbble
VpdMoney	Linkedin