

ONAMMA NWOSU CHINAZA

UI/UX Designer | Product Designer

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PROFESSIONAL SUMMARY

UI/UX Designer with almost 2 years of experience designing intuitive mobile and web interfaces across AI, fintech, SaaS, healthtech and e-commerce. Skilled in translating user and product requirements into user flows, wireframes, responsive layouts, high-fidelity mockups and interactive Figma prototypes. Experienced in improving navigation, creating consistent UI components, presenting designs to stakeholders and collaborating with engineers through handoff and design QA.

CORE SKILLS

UX Design: User Requirements Analysis | User Flows | Information Architecture | Wireframing | Prototyping | Usability | UX Issue Identification

UI & Visual Design: Responsive UI | Navigation & Search Patterns | Dashboards | Layout & Composition | Typography | Color Consistency | Visual Hierarchy | UI Components

Collaboration & Tools: Figma | FigJam | Framer | Canva | Stakeholder Presentations | Design Feedback | Developer Handoff | Design QA

PROFESSIONAL EXPERIENCE

Product Designer | Cver AI (Remote) • Jan 2026 – Jul 2026

- Translated product requirements and user needs into user flows, wireframes, high-fidelity UI mockups and interactive prototypes.
- Designed dashboards and complex web workflows with clearer navigation, information hierarchy and actionable interface elements.
- Created reusable UI components and consistent design patterns across product features.
- Presented design solutions and collaborated with product stakeholders and engineers through implementation, handoff and QA.
- Contributed to product experiences during growth from 1,000 to 2,000+ registered users.

UI/UX Designer (Contract) | Makeda Fintech (Remote) • Mar 2026 – Apr 2026

- Designed 35+ mobile-first screens for onboarding, escrow, verification and dispute resolution.
- Mapped user flows and developed Figma mockups and prototypes to communicate navigation and task steps.
- Simplified complex financial journeys with clear status indicators, guided actions and consistent interface patterns.
- Shared high-fidelity designs with non-design stakeholders to explain product decisions.

UI/UX Designer | Zoverse (Remote) • Dec 2025 – Jan 2026

- Designed responsive healthtech web interfaces with a focus on information architecture, intuitive navigation and visual hierarchy.
- Applied usability and accessibility principles and maintained consistent layouts and interaction patterns.

UI/UX & Graphic Designer Intern | UPSEZ Digital (Remote) • Oct 2025

- Created wireframes, UI screens and interactive Figma prototypes for client products and stakeholder review.
- Developed visual assets based on client requirements and maintained consistent layouts and styles across deliverables.

SELECTED PROJECTS

Vendify | Mobile Marketplace UX

Designed product discovery, browsing, vendor profiles and messaging flows for a location-based marketplace, focusing on clear navigation and helping users assess vendors and products.

Student Budget App | Mobile UI/UX

Designed onboarding, wallet activity, transactions and budgeting experiences, with wireframes and interactive prototypes that make financial information easier to understand.

AI-Driven Assessment System | Web UI/UX

Designed dashboards, assessment data views and plagiarism reports, turning complex information into clear, scannable interfaces.

EDUCATION

BSc Computer Science | Babcock University, Ogun State | 2025