Osita Nwankwo

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EXPERIENCE

Lowes, Remote — *Product Design*

Jan 2023 - PRESENT

Spearheaded a specific aspect of the user experience for Lowe's online platform, concentrating on optimizing the product selection journey for customers.

Collaborate closely with product managers, developers, and stakeholders to define project goals and user requirements.

Conduct thorough competitive analysis to identify industry trends and best practices, ensuring Lowe's remains at the forefront of user experience innovation.

Utilize wireframing and prototyping tools to create intuitive and user-friendly interface designs, streamlining the product selection process.

Conduct extensive user research, including usability testing and feedback sessions, to gather insights and validate design decisions.

Iterate designs based on user feedback, A/B testing results, and data analysis to achieve the most effective and efficient solution.

Environment: Figma

Microsoft, Remote — *Product Designer*

Oct 2021 - Dec 2022

Maximized the performance of third-party Teams applications by evaluating existing user experiences and business models, creating visual organizational documentation, and constructing high-fidelity mockups.

Implemented strategies for the engineering team to improve requirement gathering, research, and evaluation strategies.

Led envisioned workshops and gathering requirements from partners like Teladoc, Lexisnexis, AvePoint, and Thomas Reuters to create valuable functionality and cutting-edge developments suitable for integration into the team's app store.

Gather user feedback from partners to influence future UX updates, ameliorating user concerns and pain points during subsequent patch cycles.

SKILLS

User-centered design principles, service blueprint, ideation coordinator, Strategic planning, customer journey mapping, task analysis, user story building, iterative design process, content strategist, information architecture, interactive design principles.

Professional Summary

As a creative and forward-thinking UX/UI Designer, I've built cutting-edge websites and apps for top clients, focusing on user-centered design, functionality, and aesthetics. My expertise in Figma, Sketch, InVision, and Adobe XD has led to a 30% increase in user engagement and a 20% boost in customer satisfaction. I'm eager to bring my skills to a new position with growth opportunities, where I can continue driving innovation and delivering outstanding results.

Managed cohesive design quality across six 3 sectors (health, legal, and government), adhering to prescribed themes and functional choices.

Provide training and guidance to ISV engineers on how to incorporate UX Design heuristics into their development process as well as implement envisioning strategies to facilitate partner integration with Teams.

Built proof of concept feedback functionality on the team's platform

Environment: Adobe After effects, Figma, Premiere Pro.

Kroger, Remote — Product Designer

May 2020 - Oct 2021

Produced rapid prototypes using Sketch and InVision Communicated with product managers and developers to translate project requirements and business objectives into polished user interfaces.

Brainstormed with peers and other members of the design team to determine enhancements and product features

Conducted research by interviewing users, external customers, and various stakeholders.

Evaluated user research to convert abstract ideas and requirements into planning tools such as journey maps, user personas, and storyboards

Created maps, models, and templates for diverse projects

100% of user test participants will use a new design for every shopping experience.

Environment: Figma.

Wipro, Remote — *Visual Designer*

Feb 2019 - April 2020

Led small team of analysts, developers, testers, and engineers to deliver, test, and maintain modules Created and updated trend boards, investigated changing conditions, and recommended strategic adoptions to capitalize on projected changes.

Used Adobe XD to develop product mockups and prototype designs.

Worked with Dell stakeholders to gather and define requirements, establish scopes, and manage project milestones increasing conversions by 10%

Proved successful working within tight deadlines and a fast-paced atmosphere.

Presented UX designs and solutions to senior staff, evangelizing for user-centric design decisions.

Environment: Adobe XD, Adobe Master Suite Collection Content Strategist & UX

Environment: Figma

EONN Auto, Remote — *UX/UI Designer*

Oct 2016 - Jan 2019

Defined design processes throughout all stages and grew subscriptions by 20% (surpassing the launch goal)

Work closely with project management performing manual testing on UX design elements and complete UX designs authoring feedback reports for use in future updates.

Use market analyses, including field studies, ethnography, concept evaluations, benchmarking, heuristic evaluations, analytics, and customer research findings to drive design decisions and reduce ambiguity.

Collaborated with the development team to produce rapid UX iterations to increase the success rate for application completion to 86%

Applied both qualitative and quantitative analysis techniques to continuously improve end-user experience completion resulting in decreasing average task time from 2 minutes and 21 seconds to 1 minute and 43 seconds.

Develop low and high-fidelity wireframes, sitemaps, user flows, prototypes, and branding guidelines using, and Sketch.

Environment: Figma

MOMENTUM SOLAR — *UX/UI CONSULTANT*

MAY 2014 – AUG 2016

Orchestrated interviews and site visits to ascertain the optimal methods for achieving conversion goals.

Accelerated and expanded management software platforms by designing and developing their products to reduce errors.

Engineered user flows, sitemaps, and wireframe prototypes to support research and usability testing.

Analyzed user feedback to influence future UX updates, ameliorating user concerns and pain points during subsequent patch cycles.

Creating UX designs for enterprise solutions across CRM platform Environments.

Advice throughout product design and development process for internal applications to increase employee productivity and save the company $250,000 in recruitment and training cost

Environment: Sketch, photoshop, Illustrator, 3d Animate, Premiere Pro, After Effects, Balsamic

EDUCATION

Xavier University, Cincinnati — *BA, IT*

Aug 2007 - Dec 2011

nngroup Coursework

Completed: UX basic training & UX Deliverables, UX

roadmaps, Storytelling to present UX work, Statistics for UX

Volunteer Experience & Leadership

President of Gamma Alpha Iota Chapter of Phi Beta Sigma Student
Government Councilman — Awards William Scott

Ohukabia Dev Council - Non profit