

# OBED AKHARIA

UI/UX DESIGNER

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## CAREER OBJECTIVES

Efficient professional with quality experience and a proven knowledge of product design, project lifecycle and troubleshooting. Aiming to leverage my skills to successfully fill the UI/UX Designer role at your company.

## EXPERIENCE

### Moretechies, Remote — UI/UX DESIGN INTERN

September 2022 - Present

- Understanding how people search in mobile browsers and how to improve and augment their experience with searching.
- Branding and designing a cross-platform application with task groups, note-taking and sharing.

### Ingressive4good x Zuri.team, Remote — UI/UX DESIGN INTERN

MAY 2022 - August 2022

- Participated in new product planning and market research, including studying potential need for new products.
- Developed system interaction diagrams.
- Crafted design requirements and analyzed user feedback to improve design quality.
- Designed empathy maps, user persona and flow charts to meet project goals, user needs and industry standards with figjam and miro software.
- Developed a project management software application on figma.

### RadicalX, Remote — UI/UX DESIGN INTERN

Jan 2022 - May 2022

- Focused on exploring design solutions that would visually communicate the functionality of certain tools and make publicly visible assets.
- Crafted responsive user experiences with a mobile-first mentality while still establishing consistent web/desktop interaction patterns.
- Contributed to the creation, organisation and distribution of project style guides, information architecture.

## EDUCATION

### UNIVERSITY OF BENIN

Benin city, Edo state.

Bachelor of science(B.S.c)

Agricultural Economics and

Resource Management

(Nov 2019)

## HARD SKILLS

### User Research(UX)

- Survey
- Personas
- Competitor analysis
- Journey maps
- Storyboards

### Prototyping

- Form proper prototypes to high-fidelity testable mockups.

### Wireframing

### Soft Skills

- Communication skills
- Problem-solving
- Teamwork
- Feedback Gathering
- Product Management

## TOOLS STACK

## PROJECTS

### UX Researcher and Designer — *Bytsfy*

August 2022

- Conducted research with team members on how developers, data scientist and analyst can split larger files from data bases in either json or csv format into smaller bits or sizes.
- Crafted the user flow and personas.
- Designed the saved file page in mobile and web version.

[https://github.com/zuri-training/Chunk\\_file\\_team\\_46\\_Bytsfy/blob/main/Team%20members%20Individual%20Contributions/Obed\\_Akharia.md](https://github.com/zuri-training/Chunk_file_team_46_Bytsfy/blob/main/Team%20members%20Individual%20Contributions/Obed_Akharia.md)

### UX Researcher and Designer — *Todulab*

June 2022

- Crafted surveys, user journeys, persona for users such as project managers and their team, software developers to keep track of their project.
- Designed the landing page, dashboard, billing page for the web application.

<https://www.figma.com/file/j7OFoqCjw6IVgqEDy8g1XK/MIINI--PROJECT?node-id=0%3A1>

## REFERENCES

References available upon request

## Design

- Figma
- AdobeXD
- Miro
- Whimsical

## LANGUAGES

English, Fluent

## CERTIFICATIONS

### Product(UI/UX) Designer Certificate by

Ingressive for Good X Zuri  
Training.

Link-

[https://drive.google.com/file/d/1zxnyUqCQ\\_qcoyJBDEFMP16\\_NiNy6avCO/view?usp=drivesdk](https://drive.google.com/file/d/1zxnyUqCQ_qcoyJBDEFMP16_NiNy6avCO/view?usp=drivesdk)