

SAMUEL OKPERE

UX/UI Designer | Design Systems Specialist

Product designer with 6+ years turning complexity into clarity across SaaS, enterprise, AI, and Web3 products. I help teams ship faster and more accurately by building design systems that scale, running research that sharpens decisions, and crafting interfaces people genuinely enjoy using. Freelance and contract-based by choice, I've partnered with companies including LegalZoom, Gozango, and Afterschool HQ since 2021.

Lagos, Nigeria · GMT+1 (Remote)

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WORK EXPERIENCE

Lead Design Systems Engineer — LegalZoom (Contract)

Mar 2026 – Jun 2026

- Led the end-to-end design system for LegalZoom, one of the largest legal services platforms in the U.S. — architecting a full token system (primitive and semantic), a dual-typeface text style system, and a production-ready component library spanning 6,000+ variants, built in Figma with variables, modes, and Auto-Layout.
- Designed every component to scale cleanly across a cross-functional team of designers, marketers, and developers.
- Partnered closely with the UI/UX supervisor and cross-team stakeholders to keep progress on track and design decisions aligned.

Lead UI/UX Designer — Gozango (Contract)

Feb 2025 – Feb 2026

- Built the design system and documentation for Gozango, an all-in-one marketing and lead-generation platform for home service, legal, and healthcare businesses.
- Designed responsive web interfaces for the product, complete with annotated, engineering-ready handoffs.
- Ran weekly check-ins with founders and stakeholders to keep progress visible and design decisions grounded in business needs.

UI/UX Designer — Alteox (Contract)

Jul 2025 – Sep 2025

- Audited the UX of a vibe-coded SaaS product built for Alteox's broadcaster and media clients, and rebuilt it as a pixel-accurate Figma replica with fully handoff-ready specs.
- Held daily check-ins with the founder and manager to maintain tight feedback loops and fast-moving design decisions.

UI/UX Designer — Afterschool HQ (Contract)

May 2024 – Dec 2024

- Led concept and design for the V2 launch of Afterschool HQ's platform, which helps schools and youth organizations manage registration, attendance, and program reporting.
- Drove user-focused updates that contributed to a 42% revenue increase in summer 2024.
- Ran biweekly check-ins with the design team and founders to surface blockers early and keep decisions aligned with business goals.

EARLIER ROLES

Principal UX Designer — Labshare

2023 – 2024

- Led product design for a biotech lab management platform, covering user research, information architecture, and high-fidelity prototypes.

UI/UX Designer — Amply

Jun 2023 – Aug 2023

- Designed a cybersecurity dashboard and fintech application, partnering directly with the founding team.

Principal UI/UX Designer — Djoser

2022 – 2023

- Owned end-to-end design across the product, including wireframing, design systems, and investor pitch decks.

Freelance UI Designer — Paradigm

Jul 2022 – Dec 2022

- Delivered agency UI work across multiple concurrent client engagements.

UI/UX Designer — GradeArc

Apr 2022 – Sep 2022

- Designed an EdTech platform end-to-end, from user research through high-fidelity prototypes.

Freelance UI/UX Designer — Circlone, Aimos, Moic, MyMetaSoftware & 30+ others

2021 – Present

- Partnered directly with founders and CEOs across 30+ contract and agency engagements on designs that helped secure seed funding, including for Aimos, Circlone, Analytika, and Metaverse Rights.
- Covered the full design lifecycle: user research, information architecture, wireframing, design systems, high-fidelity prototypes, and investor pitch decks.

EDUCATION

Bachelor's Degree, Production Engineering — University of Benin

2015 – 2020

Self-taught transition into UI/UX design following graduation — now 6+ years in practice.

SKILLS

Design: UX Design (all branches), Design Systems, Design Tokens, Component Libraries, Design Strategy, Figma (Variables, Auto-Layout, Dev Mode)

Design Systems Tooling: Storybook, Supernova, Figma Tokens

Development & No-Code: HTML & CSS, Framer, Bubble.io, Prompt Engineering & Vibe Coding (Cursor, Lovable, Antigravity)

Other: Communication, Emotional Intelligence, Client Management