

KINGSOLOMON ANIEGBOKA

Product Designer (UI/UX)

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PROFESSIONAL SUMMARY

Product Designer with over 3 years of experience shipping web and mobile products across HR Tech, SaaS, Fintech and real estate. I work across the full design cycle: discovery, user research, information architecture, interaction design, high-fidelity UI, and design-to-dev handoff. I design with business outcomes in mind and collaborate closely with product managers and engineers to make sure what ships actually solves the right problem.

PROFESSIONAL EXPERIENCE

WRNLY (HR TECH)

Product Designer

Remote

December 2025 - May 2026

- Designed end-to-end user flows, wireframes, and high-fidelity interfaces for new product features on a hiring platform, keeping the experience clear for both candidates and employers.
- Partnered with product managers and engineers from early concept through to final implementation, resolving design questions that would have blocked development.
- Improved accessibility and responsive behaviour across desktop and mobile, bringing key screens in line with WCAG standards.
- Built and iterated interactive Figma prototypes used to validate user flows with stakeholders before any development resource was committed.

TRANSFORMIFY (HR TECH)

Product Designer

Remote

March 2024 - August 2025

- Designed 100+ high-fidelity screens for partners and members section of the product, covering core user flows that drove measurable improvements in product engagement and task completion.
- Built a reusable component library for the core design system, creating product-wide consistency and reducing time spent on new feature design.
- Produced digital marketing and campaign assets that supported product visibility and contributed directly to user acquisition.
- Managed 100+ design tasks in Jira while keeping cross-functional collaboration across product, engineering, and marketing tight.

BUILDING BLOQUES CREATIVE STUDIO (AGENCY)

Product Designer

Remote

July 2023 - January 2024

- Designed and delivered 2 responsive websites and 1 mobile application, with post-launch feedback confirming measurable improvements in usability and visual consistency.
- Led complete redesigns of 1 digital products, identifying core usability problems through structured reviews and delivering solutions that directly improved user satisfaction scores.
- Managed design quality across client projects, meeting every delivery target while keeping stakeholder communication clear and feedback loops short.
- Set up team workflows in Notion and Miro that standardised handoffs and cut unnecessary back-and-forth between design and engineering.

TECHNOBS (AGENCY)

Intern Ui/Ux Designer

Hybrid

March 2023 - June 2023

- Contributed wireframing and prototyping across 2 client project, responsible for translating briefs into initial structural designs ready for stakeholder review.
- Redesigned mobile interfaces for 1 client, focused on usability and visual hierarchy improvements based on senior designer feedback and user testing observations.
- Collaborated daily with senior designers, incorporating structured critique into revised designs and developing a foundation in product design process and client communication.

FREELANCING

Ui/Ux Designer

Remote

June 2023 - Present

- Designed and shipped 5+ digital products independently across fintech, real estate, healthcare, creator platforms, and SaaS, covering the full design process from user research and information architecture through high-fidelity screens and developer handoff.
- Built design systems for 4 client projects, reducing design inconsistency and accelerating developer implementation by establishing shared component libraries and documented token structures.
- Build production-ready Framer sites and convert approved designs to HTML/CSS/JS, delivering client-ready front ends without a separate developer, typically 30–50% faster than a two-person handoff cycle.

TOOLS AND SKILLS

- **Design & UX Skills:** Product Design, Design Systems, User Experience Design, Component Libraries, Information Architecture, UX Strategy, User Research, Wireframing, Prototyping, Interaction Design, User Flows, Usability Testing, Accessibility, Responsive Design, Visual Design, UX Writing, Design-to-Dev Handoff, Cross-functional Collaboration
- **Tools:** Figma, Framer, Miro, Canva, Jira, Notion, Slack, Lark, Loom
- **Technical:** HTML, CSS, Javascript
- **Soft Skills:** Stakeholder Communication, Proactive Problem Solving, Attention to Detail, Structured Thinking

EDUCATION

NNAMDI AZIKIWE UNIVERSITY

Bachelor of Science in Computer Science