

George Mbahyam Chi | Product / UX UI Designer

Current Location: Denver, Colorado

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Overview:

Hello! I'm George, a Product Designer dedicated to crafting accessible solutions for complex challenges. With nearly 7 years in design, I blend a keen eye for detail with a creative approach rooted in design thinking. My diverse background includes immersive experiences living abroad, enriching my empathy and cultural understanding, which I leverage to enhance accessibility in my work.

Experience:

Product Designer at Paciolan

Remote | September 2023 - May 2024

- Spearheaded independent initiatives, driving impactful outcomes.
- Conducted comprehensive wireframing, competitive analysis, user interviews, user research, user testing, design workshops, and high-fidelity mocks in Figma.
- Created handoff sheets and saw to it that designs were accurate before they were pushed to production
- Executed rigorous product testing with clients (staff from universities such as UNC, Ole Miss, Arkansas, USD, etc.) iterating designs based on user needs while still aligning with business goals.
- Presented design concepts and research findings, articulating thought processes and use cases effectively to clients, stakeholders and internal teams.
- Served as the lead designer for the Accounts team, focusing on enhancing password security and implementing Universal Sign-In features across desktop and mobile
- Collaborated closely with Engineering, Product Management, and Business teams to align product vision with user needs and company goals.
- Assisted in the conversion of Legacy to the company's modern system.
- Contributed the company's Design System and dedicated pattern library, ensuring consistency and efficiency across products.

UX/UI Designer at Blennd

Denver, CO | December 2022 - September 2023 (Fulltime) / May 2024-Present (Part-Time)

- Collaborated on the designing of interactive websites from start to finish (Clients include: Gift Card Giant, Western Colorado University, SwoleGeek, Mythology Distillery, Pathfinder Retirement) using Figma

- Conducted user research , competitive analysis, personas, journey maps constructing sitemaps, user flows
- Produced designs and interactions based on different frameworks including React, html, css, etc.
- Conducted usability testing, and made iterations based on insights found
- Created design systems, design kits, branding, logos, marketing content for various stakeholders (Some names include: **Western Colorado University, Kiosk, Gift Card Giant, Sea Legacy, Bustang, Mythology**, etc.)
- Collaborate with developers, and strategists to accomplish user and stakeholder needs.
- Lead workshops / sprints at the agency to get the team involved in the design process.
- Working in a fast-paced environment with tight constraints for various clients across industries (IT/Saas, Agriculture, Medical, Web3, Finance, Education, etc)
- Presenting design decisions to stakeholders and team leads.

Freelance UX/UI Designer at Angelic Homes LLC.

Remote (Gilbert, Arizona) | December 2022 - February 2023

- Conducted user interviews , user research, created personas
- Initiated wireframing & prototyping in Figma.
- Designed an informative onboarding desktop website, to help bring in new patients into the rehabilitation center.

Freelance UX/UI Designer at Casual Consulting

Remote (Bellingham, WA) | November 2022 - February 2023

- Produced 2 rounds of sketching, wireframing & prototyping.
- Designed a mobile & desktop website to be used to generate, and get in contact with new clientele
- Conducted user experience research and 3 user interviews to help understand the pain points of users

Visual / UI Designer at Monkeymind

Remote (Los Angeles) | August 2022 - January 2023

- Led the design multiple promotional web banners to increase sales
- Delivered branding material, created seasonal logos/theme design.
- Designed packaging for their new 2022 line of products.
- Provided illustrations and designs for postcards, email newsletters, stickers, etc.

Alena Museum - Graphic Designer/Illustrator

Oakland, California, USA | May 2022 - December 2022

- Assisted the museum by creating designs for display boards, social media content, flyers, posters, and marketing material.
- Collaborated with the marketing team, as well as other designers.

Open Mind Emporium - Visual Designer / Illustrator

Remote (Tempe, Arizona,USA) | September 2021 - January 2023

- Delivered high quality illustrations, marketing materials, and poster designs to be sold within the store

Pony.ai - Autonomous Vehicle Trainer / QA

Fremont, California, USA | May 2019 - September 2021

- Collaborated with engineers, development, & QA team to resolve Jira tickets and make updates to the software
- Tested new updates of the software, making sure the vehicles performed properly (driverless,
- Assisted in leading team of new trainees, and getting them familiarized with the software and proper safety procedures
- Calibrating lidars, radars, map updates, testing new software features.

Willamette Weekly - Graphic/Ad Designer

Portland, Oregon, USA | Mar 2018 - September 2018

- Created and edited client ads to be placed in the weekly newsletter.
- Designed and revised newspaper layout for print, which was delivered to over 100,000 readers monthly.
- Designed promotional material for magazines, and social media.
- Utilized Indesign, Photoshop , and Illustrator to deliver high-quality designs

Education

Chandler Gilbert Community College

General Studies | 2012-2013

Northern Arizona University

Bachelors in Visual Communication (Graphic Design) | 2013-2017

Coursera

(Google UX Design Bootcamp) | 2022

Software: Photoshop , Illustrator , Figma , Sketch Miro, Beautiful.ai, React, Framer, Procreate , Indesign, Vectornator , Cinema 4d, Adobe XD, Affinity Designer , Photoshop, Jira, React.js , Html, Css.

Methodology: User Interviews, wireframing, usability testing, empathy maps, prototyping, competitive audit, interaction design, design systems, animation, iteration, user experience research.

Fluent Languages: English, Spanish, Pidgin