LANRE AYENI

Contact no: +44 (0)771 2151 520   **E-mail**: lanreayeni2@gmail.com
Portfolio: www.lanreayeni.com   **LinkedIn**: uk.linkedin.com/in/lanreayeni

PROFILE

I'm entrepreneurial-minded designer who strives to execute every task to an exceptional standard. I have over 6 years of experience working on various web and mobile design projects.
I strive to produce a unique end user product, which surpasses the expectations of clients.
I possess first class interpersonal and networking skills alongside excellent attention to detail and time management as a result of working autonomously, as well as heading up small teams.

WORK HISTORY

Pinga (UI/UX designer)   Aug 2018 – Present

- Created wireframes and low fidelity mockups to quickly validate ideas.
- Lead design focus groups and user testing sessions.
- Worked closely with stakeholders to educate and inform about best UX practices and the importance of User-Centred design.
- Designed high fidelity designs with intuitive interaction to maximise user engagement.
- Created custom icons and animations using Sketch and Photoshop.
- Created rapid prototypes using Marvel to test user flow and interactions.
- Worked closely with developers and supplied screens & assets using Zeplin.
- Created a visual style guide while still adhering to brand guideline.

CreditLadder (Product designer)   Dec 2017 – Feb 2018

- Created wireframes and mockups.
- Worked closely with CEO and product manager to educate and inform about best UX practices.
- Designed high-impact, user-centred website with intuitive interaction to maximize user engagement.
- Lead design pitches with stakeholders in 'daily sprints' adopting Agile (SCRUM) methodologies.
- Created data driven infographics for marketing team.
- Created custom icons for the website using Photoshop and Illustrator.
- Used research materials to make better UX decision for website interaction.
- Worked with developer to make sure design are executed well.

iComic app (Lead designer)   Dec 2015 – Sept 2017

- Created wireframes and mockups using tools like Balsamiq and Axure.
- Worked closely with developers and product manager to educate and inform about best UX practices and the importance of user-centred design.
- Research and investigate use cases to identify focus group for the app.
- Performed A/B testing on users to help with design decisions.
- Created user journeys, personas and UX architecture.
- Validated designs through usability testing and design research.
- Conducted user research (qualitative research, surveys, ethnography observations etc.).
- Created UI elements and icons for app using Adobe Photoshop and Illustrator.
- Rapid prototyped the app using the InVision application to test user flow before development.
- Worked on xcode's storyboards with iOS developers to make sure designs are consistent.
- Created app logo, icons, onboarding and loading screens.

Bodypage *(Product designer)*   *Mar 2015 – Nov 2015*

- Created wireframes and mockups using Balsamiq.
- Worked closely with CTO and CEO to educate and inform about best UX practices and the importance of User-Centred design.
- Created rapid prototype of app screens using the InVision to demonstrate interaction design.
- Created UI elements and icons for app using Adobe Photoshop and Illustrator.
- Research and investigate use cases to identify focus group for the app.
- Validated designs through usability testing and design research.
- Created user journeys, personas and conducted user research (qualitative research, surveys, ethnography observations etc.).
- Conducted A/B testing on users to help with design decisions.

Lemon Face *(UI/UX designer)*   *Oct 2014 – Dec 2014*

- Refined UI elements to keep the app fresh and up to date.
- Created wireframes using Axure and conventional white board & sticky notes to identify key features.
- Worked closely with stakeholders to educate and advice on best UX practices.
- Created user journeys, personas and conducted user research
- Rapid prototyped the app using the InVision application to demonstrate interaction
- Customised icons using Adobe Illustrator to suit the look and feel of app.
- Assisted developers using XCode's storyboard to implement UI.

SLNDR (UI/UX designer)   Aug 2014 – Oct 2014

- Created wireframes and mockups using tools like Balsamiq and Axure.
- Worked closely with stakeholders to educate and advice on best UX practices.
- Validated designs through usability testing and design research.
- Rapid prototyped the app using the InVision application to test user flow before development.
- Created UI elements and icons for app using Adobe Photoshop and Illustrator.

EDUCATION / QUALIFICATIONS

2009 – 2011 BSc Computer Science;
Middlesex University, Hendon

2006 – 2008 *LEVEL 3 BTEC National Diploma for IT Practitioners*
Lambeth College, London

TECHNICAL COMPETENCIES

Photoshop	HTML/CSS	InDesign
Illustrator	InVision	WordPress
Sketch 3	Axure	MailChimp

CORE SKILLS

- Takes an original approach to all tasks
- Creative and logical thinker
- Ability to improvise and exercise own initiative
- Impeccable time management and organisation
- Highly analytical and self-evaluative
- Result driven and Solution Orientated

INTERESTS & ACHIEVEMENTS

I regularly participate in Hackathons and have been notably mentioned in the Metro Newspaper for my app concept.
As part of my personal upkeep I regularly attend the gym and have a keen interest in water-based sports particularly surfing.