

Winner Chikezie

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PROFESSIONAL SUMMARY

Dedicated UI/UX Designer with over 3 years of experience creating intuitive, user-focused digital products. Skilled at turning complex ideas into simple, beautiful interfaces using Figma and a full modern design toolkit. I've designed and launched real applications and led design efforts across multiple product teams. Known for combining artistic creativity with solid user research to deliver meaningful, engaging experiences that users enjoy.

TECHNICAL SKILLS

Design & Prototyping: Figma(Advanced), Adobe Creative Suite, Lovable , Framer,Midjourney

UX Research & Strategy: User persona Creation, Journey Mapping, Information Architecture,Wireframing

Handoff & Technical: Zeplin, Responsive Design Systems, Basic HTML/CSS

EXPERIENCE

Viicsoft Solution

Team lead

June 2025 – Present

- Led a cross-functional team of developers, designers, and project staff, ensuring smooth execution of product updates and feature releases.
- Managed live event product operations, ensuring apps used during events performed efficiently and handled up to 1000+ active users.
- Coordinated team schedules, task assignments, and workflow delivery to maintain on-time project completion (up to 85% deadline adherence).
- Facilitated collaboration between design, engineering, and management to align team output with business goals

UI/UX Designer

Oct 2024 – Present

- Designed end-to-end experiences for mobile apps, web platforms, and internal tools, improving usability and feature clarity.
- Created user flows, wireframes, prototypes, and high-fidelity UI for all company apps and client design projects.
- Improved user experience across multiple digital products, helping reduce user friction and boost task completion rates by 20%.
- Collaborated with developers to ensure accurate implementation of designs through detailed specifications and design system usage.

Cookeaze

UI/UX Designer/Team lead

Nov 2024 – Nov 2025

- Led the end-to-end product design of a mobile recipe and meal-planning app, developed and launched
- Designed complete user flows including onboarding, meal plans, shopping lists, nutrition breakdown, and step-by-step recipe pages.
- Developed the design system, color palette, iconography, and reusable UI components for consistent app-wide visuals.
- Conducted user research and interviewed early testers to refine features, improve usability, and optimize the meal-planning experience
- Collaborated closely with developers to translate design specifications into production-ready screens and ensure smooth delivery.
- Link to download on app store : [Cookeaze](#) and for playstore : [Playstore/cookeaze](#)

Kuepass

UI/UX Designer

Oct 2024 – Present

- Led a cross-functional team to design and deliver a comprehensive event and ticketing platform for organizers and attendees
- Designed end-to-end UX and high-fidelity UI for ticket purchasing, event dashboards, VIP sections, and attendee management.
- Coordinated event logistics integration, including wristbands, badges, and on-site printing, ensuring seamless execution for organizers.
- Collaborated with developers to implement real-time ticketing features, reducing errors during events by 30%.
- Developed a scalable design system for web and mobile, maintaining consistent branding and usability.
- Link to website : [kuepass/website](https://kuepass.com)

Soundrig Music

Remote

UI/UX Designer

Sept 2024 – Nov 2025

- Designed end-to-end UX for a Web3 music platform enabling artists to upload songs and fans to purchase tracks using crypto tokens, improving task clarity by 30% through simplified flows.
- Created intuitive user journeys for wallet connection, token purchases, marketplace browsing, and song uploads, reducing onboarding friction.
- Delivered high-fidelity UI for the marketplace, music player, artist dashboards, and fan libraries, boosting overall usability and visual consistency
- Implemented guided in-app steps that helped first time users understand Web3 transactions, lowering user drop off during setup
- Link to Website : [Soundrig.io](https://soundrig.io)

Genesys Tech Hub | Serene

Enugu, Nigeria

UI/UX Designer

Dec 2023 – Sept 2024

- Collaborated with a team to design a Web3-enabled mental health web app that allows users to connect anonymously with therapists and join community discussions.
- Designed end-to-end user flows, wireframes, and high-fidelity UI for anonymous chats, therapist dashboards, and community features.
- Assisted in developing a design system for consistent visuals and scalable UI components across the platform.
- Contributed to a functional MVP launch, supporting team coordination and feature implementation.
- Link to web app platform : [Serene](https://serene.tech)

Goddystone

Remote

UI/UX Designer

March 2022 – Dec 2022

- Designed and developed a fully functional website for the construction company using WordPress, which is still live and active.
- Created wireframes, layouts, and high-fidelity UI for web pages, ensuring clear navigation and modern visual appeal.
- Optimized website usability and user experience, improving visitor engagement and accessibility.
- Link to the website created : [Goddystone](https://goddystone.com)

EDUCATION

Osmaina University, India.

Hyderabad, India

Bachelor of Science in Computer Science

Graduation Date : Nov 2020