ABDUR-RASHEED OLAWUNMI ARIYIBI

PRODUCT DESIGNER | UI/UX DESIGNER

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PROFESSIONAL SUMMARY

I'm a junior product designer with hands-on experience across the full design process: user research, wireframing, prototyping, usability testing and iteration. As part of a small product team, I worked alongside a senior designer to help shape user flows, screens and design decisions for an education technology platform, contributing research, prototypes and design solutions throughout. Beyond that, I've independently designed several product concepts spanning fintech, mobile and pet care, sharpening my product thinking with each one. I bring a broader technology foundation across IT, digital education and data-informed decision-making, and I'm looking for an entry-level or internship product design role to build on this experience.

CORE COMPETENCIES

Product & UX: Product Design · UX/UI Design · User Research · User-Centred Design · User Flows · Journey Mapping · Personas · Information Architecture · Usability Testing · Problem Framing

Design: Wireframing · Prototyping · Interaction Design · Responsive Web & Mobile Design · UI Design · Design Systems · Design Iteration & QA

Collaboration: Product Roadmapping · Requirements Analysis · Stakeholder Communication · Design Presentation · Technical Feasibility Review

PROFESSIONAL EXPERIENCE

Product Designer (Volunteer) — Learn2Farm

Dec 2024 – Sep 2025

- Designed 20+ screens across onboarding, registration, courses, assessments, dashboards and admin interfaces over a ten-month design cycle for an education technology platform.
- Contributed to user and competitive research, helping build personas and journey maps that shaped clearer end-to-end user flows for the platform.
- Took part in usability testing that surfaced a navigation issue where users struggled to find their learning paths, and proposed a redesigned flow to improve clarity.
- Helped simplify registration from a multi-step process to 3–4 steps, reducing onboarding friction.
- Proposed product ideas including module-level assessments, an assessment leaderboard and multimodal course content, then supported their implementation in LearnDash.
- Regularly presented design work and progress updates to the product team and external stakeholders.

IT Intern, Technical Unit — UBEC Digital Resource Centre

Aug 2023 – Nov 2024

- Trained and supported over 500 teachers throughout my time at the DRC, including co-organising and helping lead a week-long, intern-driven digital literacy program for 300+ teachers covering technical literacy, media literacy (creating and delivering lessons via Google Classroom), cybersecurity awareness and sourcing online teaching resources.
- Created training materials and assessed participants through in-person evaluations and take-home assignments; by the end of the week, about 90% could confidently operate a computer, deliver lessons virtually and simulate their physical classroom in an online setting.
- Led a 10-person intern team to research, validate and organise educational resources for the DRC's public repository.
- Designed and facilitated VR learning demonstrations for visitors, students and stakeholders throughout my internship, culminating in a demonstration to the Minister of Education at the DRC's official commissioning.
- Designed the UX for a proposed digital booking platform to replace a manual, form-based process for facility tours and event-hall reservations.

Data Visualization Associate Intern / Team Lead — Excelerate (Remote)

Sep 2024

- Analysed programme and user data to surface patterns in sign-ups, completion and engagement, translating findings into dashboards for leadership.
- Identified completion-rate differences by demographic and stronger demand for the Data Analysis track, informing programme decisions.
- Led a 6-person intern team, coordinating deliverables and presenting insights to programme administrators.

SELECTED PRODUCT DESIGN PROJECTS

Product Designer — AjoHub — Fintech / Mobile (self-initiated concept)

- Designed a mobile experience digitising the traditional Nigerian Ajo/Esusu group-savings model, mapping user flows for group contributions and payouts through to a structured Figma prototype.

Product Designer — PetCare — Self-Initiated Concept

- Designed a two-sided mobile product connecting pet owners and veterinary professionals, addressing the distinct needs of both user groups.
- Built the experience in Figma, supported by Canva and AI-assisted ideation.

Additional concept and client projects, including fintech and mobile products, are available on my portfolio.

EDUCATION

B.Sc. Sociology, Second Class Upper — Federal University of Lafia, Nasarawa State (2023)

Diploma in Desktop Publishing — Lekmosh Technologies Limited (2015)

CERTIFICATIONS & TOOLS

Certification: Foundations of User Experience Design — Google Career Certificate (2025)

Tools: Figma · Framer · Webflow · Canva · LearnDash · Mobbin · Dribbble · Claude (AI-assisted design)