





# TITI ARIGBE

## PRODUCT DESIGNER

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### EDUCATION

**BSc. Petroleum Engineering | University of Ibadan** (2014 – 2018)  
**Learn Figma User Interface Design Essentials | Skillshare** (2019)  
**She Code Africa Mentoring Program | Certification in UI/UX Design** (2020)



### EXPERIENCE

#### **Lead Product Designer | Suretree Systems(Nairacompore)**

MAY 2022 – TO DATE

- Producing high-quality UX design solutions through wireframes, flow diagrams, mood boards, and prototypes.
- Collaborating with the product manager, engineering team, marketing team, and internal & external designers to ensure the creation and delivery of tailored user experiences.
- Optimizing existing user interface designs.
- Upgrading and maintaining existing applications and features.
- Communicating with stakeholders to understand the business goals and objectives.

#### **UI/UX Designer | Farmforte**

AUG 2021 – MAY 2022

- Producing high-quality UI UX design through wireframes, visual and graphic designs, flow diagrams, storyboards, site maps and prototypes.
- Designed new features & products and updated existing UI features.
- Executed design projects from concept to final hand-off to engineering.
- Used strong visual design skills with thoughtful, problem-solving UX skills and user-centred design principles to lead projects from start to finish across multiple platforms.
- Gathered and evaluated user requirements in collaboration with product managers and engineers.

#### **UI/UX Designer | Lucid Ray Limited**

APR 2021 – AUG 2021

- Created high-quality UI/UX designs (Websites & Mobile Applications), wireframes, prototypes etc.
- Stayed up to date with design trends, best practices, patterns, new capabilities, etc., and used this knowledge to push the design system forward.
- Effectively and articulately communicated design concepts and rationales.

## UI/UX Designer | HYBR Group

JAN 2021 – APR 2021

- Created strong visual designs (mockups, wireframes, prototypes) that are on-brand for clients and follow a project's creative vision and business strategy.
- Collaborated with other groups like developers, product managers and other UX designers to deliver high-quality creative for both internal and client-facing projects.
- Actively engaged, communicated, and sought feedback from internal teams and client teams to create a collaboration on digital product designs for the full lifecycle.
- Researched user experience (UX) and accessibility principles and applied appropriate design methodologies and rationale throughout all project phases to achieve the goals of the project in measurable ways.

## Junior UI/UX Designer | Onteres Consulting

NOV 2019 – DEC 2020

- Worked closely with developers, product management, marketing, and sales teams to gather product requirements and facilitate design thinking exercises.
- Collaborated with product managers to understand the product/service before presenting solutions to improve the visual and interactive experience.
- Gathered user requirements from product managers to create compelling and original graphic designs (images, sketches, etc.).



### LIVE WEBSITES

[Home | nairaCompare](#)

<https://aqualinabeachhouse.com/>

<https://craycreative.com/>

<https://www.farmforte.com/frea#home>



### SKILLS

- Proficient in Figma, Adobe XD, and Adobe Photoshop
- Prototyping
- Basic knowledge of HTML/CSS
- Wireframing
- Communication Skills
- User Research



### REFERENCE

Upon Request