

Emmanuel Abu-Ekpeshie

Product Designer

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SUMMARY

Product Designer with 4+ years of experience crafting user-centric digital products across web and mobile. Holds a B.Tech in Computer Science from the Federal University of Technology, Akure (FUTA), combining technical depth with a strong design sensibility. Has shipped features used by over 100 million monthly active users, collaborated with cross-functional teams across Nigeria, the USA, and Canada, and delivered end-to-end design from early research and wireframing to high-fidelity prototypes and developer handoff. Comfortable working remotely across time zones and thrives in fast-paced, agile environments.

SKILLS & QUALIFICATIONS

Design Tools: Figma, Penpot, Prototyping, Wireframing

UX Methods: User Research, Usability Testing, Personas, User Flows

Design Principles: Visual Design, Interaction Design, Design Systems, Accessibility

Soft Skills: Cross-functional Collaboration, Team Facilitation, Agile, Stakeholder Management

PROFESSIONAL EXPERIENCE

UI/UX Designer | Tinglemore Jan 2026 – Present

- Leading a full redesign of the mobile app, reimagining core user flows and visual design to improve usability and product consistency.
- Migrated the entire design infrastructure from Figma to Penpot, ensuring continuity across all components, styles, and assets during the transition.
- Collaborating closely with the product and engineering teams to maintain design alignment throughout the redesign lifecycle.

UI/UX Designer | Yara Cash 2025

- Designing and iterating on mobile app and web app experiences, contributing to multiple product areas across the platform.
- Led the design of on-ramp flows, creating intuitive user journeys that simplify the onboarding and funding experience for users.
- Developed detailed wireframes, user flows, and high-fidelity prototypes, working collaboratively with the product team to drive feature delivery.

UI/UX Designer | Platehack 2021 – Present

- Led design of new personal shopping features by developing user flows and prototypes grounded in user research and personas, contributing to a measurable improvement in feature adoption.
- Enhanced development efficiency through active contribution to the design system and component library, working closely with engineering and product teams to reduce design-to-dev handoff time.
- Improved meal creation and subscription flows by executing usability studies and feedback sessions alongside the design lead, reducing user drop-off in key conversion steps.
- Delivered high-fidelity visual designs and detailed specifications for new product features while maintaining and extending existing design systems.

Product Designer | Flohiring & Scroller (Two products, same employer) 2022 – 2023

Flohiring

- Improved customer retention by researching, analysing, and redesigning key web app features for a user base of 200,000+, directly influencing product direction and roadmap priorities.
- Developed detailed user flows, wireframes, and interactive prototypes in Figma for new features, creating comprehensive visual specs and component libraries used by the development team.

- Engaged stakeholders throughout the design process, securing buy-in and fostering a collaborative design culture across product and engineering.
- Supported development sprints by providing detailed specifications and assets ahead of each cycle, contributing to on-time delivery.

Scroller

- Drove usability improvements for a platform with 100M+ Monthly Active Users by iterating on UI/UX based on user feedback and established design patterns.
- Managed a complete redesign of user interfaces — developing personas, detailed user flows, and prototyped design concepts — improving overall product consistency and discoverability.
- Led design of the MVP content creation platform, owning the experience end-to-end from concept to developer handoff.
- Created a new design system including an extensive component library, enabling faster and more consistent product development.
- Drove alignment across stakeholders by working closely with the product owner to maintain a prioritised backlog based on business goals and user insights.

Product Designer | Mypiitch 2021

- Designed wireframes and high-fidelity visuals for a multimedia profile-building platform, playing a key role in shaping early product and UX decisions.
- Operated with strong autonomy — consistently meeting deadlines, managing design responsibilities independently, and exceeding key performance indicators.
- Delivered detailed specifications and design assets for new interfaces and feature enhancements across the product lifecycle.

EDUCATION

B.Tech, Computer Science | Federal University of Technology, Akure (FUTA) 2017 – 2021

Second Class Upper