

Adebayo Chike Odurinde

PRODUCT DESIGNER / WEB DEVELOPER

Email: hello@adebayochike.com

Portfolio : <https://www.adebayochike.com>

Summary

With a strong focus on improving product experience through strategic planning and user-centered digital solutions, I bring years of experience in the field. I have consistently demonstrated effective leadership by successfully managing multidisciplinary teams, including designers, software testers, and developers, across various technologies. My expertise lies in strategic thinking, problem-solving, and translating complex user requirements into comprehensive design and development strategies that drive business growth and user satisfaction. These strategies are tailored to both B2B and B2C markets

Skills

Strategy and planning, Strategic thinking, User-Centered Design, Cross-Functional Collaboration, User Research (Qualitative and Quantitative), Wireframing and Prototyping, Regulatory Compliance in Design, Design Analytics, SEO Optimization, Prototyping and animation

Work History

Senior Product Designer VigiLearn (April 2025 – date)

- Led the design of end-to-end learning experiences across onboarding, course delivery, assessments, and progress tracking, improving learner engagement and completion rates on EdiifyLMS, Studio and Apply.
- Translated complex educational requirements into clear, intuitive product flows that supported both learners and instructors on the v2 of Exam Portal.
- Mentored junior designers and contributed to design reviews, raising the overall design quality and UX maturity of the product team.
- Iterated continuously based on feedback and performance metrics to enhance student engagement, retention, and learning outcomes.

User Experience Specialist VigiPay (February 2024– April 2025)

- Drove UX strategy for critical payment and onboarding flows, turning complex fintech requirements into clear, user-centered solutions that supported growth and trust.
- Played a key role in improving product usability and operational efficiency by reducing friction in high-impact user journeys.
- Conducted UX audits, usability testing, and user research to identify friction points and translate insights into measurable product improvements.
- Partnered closely with product managers and engineers to ensure design decisions aligned with business goals and technical constraints.
- Designed wireframes, prototypes, and interaction flows that accelerated development and reduced rework during implementation.

User Experience Developer

Retrol Technologies (August 2021 – February 2024)

- Collaborated with cross-functional teams, including product managers and developers, to define product requirements and user experience goals, aligning with B2B market needs.
- Conducted in-depth user research and analysis to gather insights that informed data-driven design decisions, tailored to business users and enterprise clients.
- Developed wireframes, interactive prototypes, and visual designs for B2B platforms such as Edutech and CrossBorda, ensuring seamless user flows and intuitive interfaces.
- Iterated on designs based on user feedback and usability testing, continually improving product usability and satisfaction.
- Ensured compliance with relevant industry standards and regulatory requirements, vital in B2B environments.
- Effectively presented and communicated design concepts and strategies to stakeholders, ensuring alignment with business objectives and user needs.
- Worked closely with developers during implementation to ensure design integrity and successful delivery of B2B solutions.

UX Consultant

VisionDR (May 2024 – Sept 2024)

- Led UX initiatives, including interviews and testing, to better understand customer needs
- Collaborated with cross-functional teams to design and implement data-driven UX improvements, ensuring the MVP is intuitive and user-centered.
- Advised on strategic design decisions, ensuring alignment with business goals and enhancing overall user experience across VisionDR's digital platforms.

Lead UX Designer

Global International College LTD (August 2021 – October 2021)

- Led user interviews and research to gain deep insights into the target audience, informing critical design decisions for the GROA mobile app.
- Created comprehensive user flows and sitemaps to ensure a user-friendly and logical structure for the app's navigation.
- Developed high-fidelity prototypes, focusing on delivering seamless and intuitive user interactions.
- Conducted multiple rounds of usability testing, gathering key feedback to iteratively enhance the app's design.

Product Design Facilitator

Tech4Dev Microsoft Women Techsters (November 2021 – Present)

- Facilitated over 15 Bootcamps and mentorship sessions, guiding aspiring designers in developing core UX/UI skills.
- Mentored over 50 students, with 60% progressing to full-time design roles or freelance careers in tech.
- Designed a comprehensive curriculum, incorporating real-world projects and design thinking methodologies, resulting in a 90% increase in student engagement and retention.

Product Designer and Website Developer

Edubridge Consultants (Aug 2018 – January 2021)

- Translated design concepts and requirements into wireframes and prototypes.
- Designed user interfaces (UI) using industry-standard tools, incorporating visual elements, color schemes, typography, and interactive elements.
- Conducted rigorous testing and debugging to ensure UI elements functioned correctly across different browsers and platforms.
- Implemented performance optimization techniques to improve website speed and load time.

Skills

User-Centered Design, Cross-Functional Collaboration, User Research (Qualitative and Quantitative), Wireframing and Prototyping, Regulatory Compliance in Design, Design Analytics, SEO Optimization, Prototyping and animation

Education

Environmental Technology (HND) - Petroleum Training Institute - 2016

User Experience Nano Degree - Udacity - 2022

Portfolio Link

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