

OLUTONI OLUTOMIWA

UI/UX Designer

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EDUCATION

California College of the Arts / MFA Design
September 2020 - May 2023

Interaction Design, Studio XR, Motion Design, Tangible and Gesture Interface Design

Virginia Tech / B. Arch
August 2015 - May 2020

SKILLS

Wireframing & Prototyping, Information Architecture, Interaction Design, Visual Design, User Research & Analysis, Market Research, Task Flows, Communication, Adaptability, AR Prototyping, Design Systems, Brand Identity Integration, Video Editing

TOOLS

2D & 3D Design: Figma, Adobe Creative Suite, Unity, Rhino 3D, HTML & CSS

Collaboration: Google Suite, Miro, Notion, Slack

EXPERIENCE

Web Designer / Abulé
Remote / June 2023 - Present

- Spearheaded Abulé's website landing page redesign to align with the brand's vision.
- Executed brand rebrand elements for cohesive user interfaces.
- Ensured mobile responsiveness with a comprehensive design system for an enhanced user experience.

UI/UX Design Intern / Stealth Startup
San Francisco, CA / February 2023 - April 2023

- Led AR glasses prototype development for various use cases using Unity.
- Designed intuitive AR interfaces with Figma.
- Researched AR glasses market, addressed limitations, and received CEO recognition for innovative solutions.

Visual Interaction Design Teaching Assistant / California College of the Arts
San Francisco, CA / September 2022 - December 2022

- Provided constructive feedback to students, enhancing their design perspectives and project quality.
- Conducted comprehensive Figma demonstrations, equipping students with essential design software skills.
- Delivered engaging lectures on design principles, methodologies, and trends, enriching students' knowledge.

Production Designer / Moss Arts Center at Virginia Tech
Blacksburg, VA / May 2019 - May 2020

- Collaborated with a team to create visually appealing stage productions, working closely with production staff to ensure seamless performances on stage.