




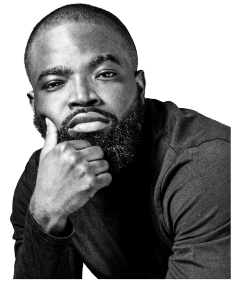
Olusola Oduntan

UX/UI Designer,  BERLIN

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SUMMARY

Product Designer with 4+ years of experience specializing in **0-1 development** and **complex B2B SaaS ecosystems**. Proven track record of architecting scalable design systems and AI-driven workflows that deliver measurable uplift in user engagement and operational efficiency across enterprise platforms.

WORK EXPERIENCE

UI/UX DESIGNER

Awtomated | March 2026 – Present

- Leading the 0-to-1 design of a web-based TBMS & TMS, architecting end-to-end workflows for project, vendor, and financial management to support 150+ Language Service Providers (LSPs)
- Designed a multi-tier file parsing and column-mapping system for diverse formats (XLIFF, CSV, PO), featuring complex modal flows for multi-language assignments and role-based behavior.
- Conceptualized and designed an AI chat interface with agentic action triggers and decision-point UI patterns to automate vendor assignment flows.
- Developed a dynamic multi-tier pricing component for estimation forms, supporting independent option blocks, shared cost logic, and real-time calculation
- Muilt and documented a comprehensive design system from scratch, standardizing 100+ components and partnering with engineering via Storybook to ensure 100% technical feasibility.
- Designed a multi-role task assignment flow for project managers and vendors, incorporating unassign functionality and role-based entry points to streamline large-scale localization pipelines.
- Engineered a project creation preview panel and real-time form-input reflection systems, reducing submission errors and improving data integrity for complex B2B service configurations.

FOUNDING PRODUCT DESIGNER

Veyra | Berlin | June 2025 – January 2026

- Owned the end-to-end design process for a mobile-first SaaS MVP, partnering directly with founders to define product strategy and prioritize features based on technical feasibility.
- Developed personas, user journeys, and high-fidelity prototypes based on foundational user research and competitive analysis to ensure a user-centered product launch.
- Designed the complete visual identity and initial design system from the ground up, ensuring accessibility and inclusive design principles were integrated from day one.
- Validated product hypotheses through continuous usability testing and iterative design cycles in an agile startup environment.

EDUCATION

Master of Arts in Visual & Experience Design

University of Europe for Applied
Sciences, Berlin

Aug 2022 - Sep 2023

CERTIFICATE

Practical Guide to Usability

Interaction Design Foundation
IxDF 2024

Product Design

Dev and Design 2022

TOOLS

- Figma (Dev Mode, Auto Layout)
- Adobe Creative Suite
- GenAI (LLMs, Generative AI)
- Cursor
- Zeroheight
- Storybook
- Miro
- Rive
- Google Analytics

SKILLS

- Design Thinking
- User-Centered Design (UCD), Information architecture
- Usability Engineering, Accessibility (A11y)
- Information Architecture.
- Usability testing

WORK EXPERIENCE

UI/WEB DESIGNER

Software & Support GmbH | Berlin | Aug 2024 – June 2025

- Designed conversion-driven landing pages, product pages, and campaign pages for 15+ global e-commerce software brands, optimizing information architecture to improve digital experience and drive measurable results
- Led A/B testing and conversion optimization, implementing unified navigation that increased engagement by 10% and participation by 30%
- Built scalable design system across 15+ international brands, developing reusable components and design standards that improved engineering efficiency by 20%
- Drove usability testing and user interviews as the primary UX contact, reducing funnel drop-off by 50% through heatmap analysis
- Led UX decisions for booking and registration flows, optimizing conversion funnels and reducing user drop-off across transactional journeys

UX DESIGNER & ENGINEER

Designblocs | July 2022 – October 2023

- Researched 5+ design systems Carbon, Material Design for optimization
- Built component library and style guides with 50+ UI elements, reducing dev time by 35%

PRODUCT DESIGNER INTERN

Stutern | September 2021 – August 2022

- Conducted 15+ user interviews and usability tests, improving product usability by 40% through iterative design cycles.
- Created wireframes and prototypes for data-driven features, demonstrating a strong grasp of UCD fundamentals and interaction design patterns.

VISUAL DESIGNER

Entrebiz Innovation | July 2019 – September 2021

- Handled classic design tasks including branding and visual systems for multiple client portfolios.
- Achieved a 95% approval rate by incorporating feedback and new ideas into iterative design cycles.

LANGUAGE

- English- Native
- German - B1