

Chimezie Ekpendu

Design Engineer · Open to remote roles

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SUMMARY

Design engineer working between design and code, building AI products that feel human. AI is part of how I work too: it helps me test ideas, build the interface and ship pages that convert. Six years of product design across Appmakers, Chedda Finance, Bulan, Foundation, Deel and CreatorIQ, with a strong foundation in user-centred design, prototyping and cross-functional collaboration.

EXPERIENCE

Senior Product Designer · Appmakers

02/2026 – Present

- Leveraged AI tools like Claude to stress-test UI logic, build state machines, and accelerate the entire product cycle from ideation to final deployment.
- Moved beyond traditional handoffs by actively collaborating with developers to implement designs, using AI workflows to bridge the gap between visual craft and production code.
- Designed and shipped various full digital products from zero to one, prioritising execution speed and rapid iteration.

Senior Product Designer · Chedda Finance

10/2023 – Present

- Leading design initiatives, driving user-centric solutions for financial products.
- Managing the entire design process from concept to execution.
- Collaborating cross-functionally to ensure innovative and visually compelling designs.
- Crafting intuitive interfaces that enhance the financial user experience.

Lead Product Designer (Part time) · Bulan

04/2021 – Present

- Designed user-friendly interfaces for a wide range of web and mobile applications.
- Worked closely with cross-functional teams, including product managers and developers, to launch new products.
- Developed and implemented a design system that improved design consistency and efficiency.
- Conducted A/B testing and usability studies that increased user engagement.

Product Designer · Foundation

02/2022 – 10/2023

- Created intuitive user interfaces and interactive prototypes for a diverse range of mobile and web applications.
- Collaborated with the development team, contributing to streamlined project timelines and product delivery.
- Conducted in-depth user research and usability testing, leading to data-driven design improvements that increased user satisfaction and product adoption.
- Implemented a design system to maintain visual consistency across multiple projects, reducing design-related discrepancies and enhancing the overall brand identity.

Product Designer · Deel

01/2021 – 02/2022

- Elevated the performance of critical product features, resulting in a 6% surge in user interactions and a 10% reduction in user-reported issues.
- Led a comprehensive user research initiative, which informed the redesign of the company's flagship product.
- Optimised user onboarding experiences, improving user retention and conversion rates.

Product Design Intern · CreatorIQ

03/2020 – 09/2020

- Conducted usability testing protocols, leading to a 6% enhancement in the overall user satisfaction score.
- Completed over 80 mockups, working closely with engineers to refine products.
- Collaborated with the development team to design and implement user-centred features.

PROJECTS

Clepso · Co-creator

clepso-app.vercel.app

- A local-first macOS menu bar app that shows how much of your Claude Code and Codex usage limits you have used, when they reset and how fast you are going.

SKILLS AND TOOLS

Skills: User experience, interaction design, user interface, prototyping, visual design, wireframing, low to high fidelity mockups, user interviews, user testing, information architecture, journey mapping, qualitative and quantitative analysis, A/B testing, competitor analysis, rapid iteration, cross-functional collaboration.

Tools: Figma, Framer, Paper, Pencil, Cursor, Codex, Claude, Claude Code, v0, Notion.

EDUCATION

BSc Computer Science · Redeemer's University

2018 – 2022

- Coursework included Human-Computer Interaction (HCI) and Project Design.

Google UX Design Specialization