

# Olakunle Oluwadare

olakunle.oluwadare@hyperisland.se

+46 73320 1791

## EXPERIENCE

### UX Design Intern at Mischief Makers B.V, Amsterdam

Jan - June 2021 - Internship as part of Education

I signed up to 3 phased period, covering experimentation, business value of design and experience design

### UX Designer at Mischief Makers B.V, Amsterdam

Sept - December 2021 - Freelance Contract

I worked on the company's website to boost engagement and drive conversions up while reducing bounce rates. The project led to website redesign while applying new branding.

### UX Designer at Routes In, Amsterdam

June - Aug 2021 - Summer Internship

I led the research on the impact mentorship creates in helping young creatives with low income background in European cities find their way into the creative industry of their choice and we might help them.

### UX Designer at Hyper Island, Karlskrona

Aug 2020 - Dec 2021 - UX Design Education

I was involved in 8 real client projects and other fictional projects. These projects are about Product design, UX research, Data analytics, Story telling, Experimentation and Prototyping.

### Project Manager at Koral Integrated Concepts, Nigeria

Oct 2018 - Feb 2020 - Full time employment

I led planning and strategising high school music competitions held across the country, especially marketing and communications. I was in charge of all graphic design work as well as print media and web design.

### Graphics Designer at Fine Art Printers, South Africa

April 2013 - March 2018 - Full time employment

I was part of the design team and also responsible for ensuring the right artwork gets to the production team without errors. My daily tasks revolves around designing flyers for small businesses and managing the production in the print factory.

## EDUCATION

### Diploma in Higher Vocational Education for UX Designer

HYPER ISLAND, KARLSKRONA, SWEDEN.  
August 2020 - June 2022

This program is a vocational diploma program, practiced experience-based learning; I was part of a collaborative and high-energy learning environment that mirrors the modern workplace dynamics. I was surrounded by a diverse set of talent and industry experts which gave the opportunity to create solutions based on real problems of real clients.

## SKILLS AND OTHER INFORMATION

### Industry Knowledge

UX Research

Product Design

User Interface

Interaction Design

Wireframing

Rapid Prototyping

### Tools & Technologies

Figma, Sketch, Google Analytics, Figjam, Miro

### Other Skills

Graphic Design