

UBONG JIMMY

UX DESIGN | MOTION & INTERACTION DESIGN | MOBILE & WEB EXPERIENCES

Illinois, United States - Willing to Relocate | Phone: 630-237-6051 | [Email](#) | [Portfolio](#) | [LinkedIn](#)

Multidisciplinary UX Designer with expertise in research, interaction design, and AI-driven solutions, supported by a solid foundation in Quality Assurance Engineering. I design end-to-end experiences that meet user needs and business goals through usability, accessibility, and seamless product experiences.

EDUCATION

Master of Arts (MA), UX Design

College for Creative Studies | Aug 2024 - May 2025 | Michigan, United States

Bachelor of Science (BSc), Computer Technology

Babcock University | Aug 2016 - Jun 2021 | Lagos, Nigeria

EXPERIENCE

UX Designer

General Motors Studio Project | Jan 2025 - May 2025 | Michigan, United States

- Led user research with 20+ participants, reducing cognitive load by 35% and improving decision speed by 40%.
- Prototyped 3 behavior-driven interfaces, increasing system responsiveness perception by 50%.
- Applied AI-driven insights to prioritize driver information, boosting situational awareness by 30%.
- Scaled ADAS flows with transportation teams, cutting interface-related errors by 25%.

Brand & UX Designer (Remote)

Raejimmy Design | Feb 2020 - Jan 2024 | Michigan, United States

- Designed and delivered 60+ digital products and brand systems, increasing client engagement by 45%.
- Improved onboarding and responsive systems, reducing friction and cutting average load times by 20%.
- Built mobile-first experiences with motion and micro-interactions, raising user satisfaction scores by 38%.
- Accelerated delivery by 30% using AI tools for rapid ideation and iteration across web and mobile projects.

Quality Assurance Engineer

Acumen Digital | Jul 2021 - Aug 2023 | Lagos, Nigeria

- Boosted task success from 70% to 92% and cut user errors by 70% through targeted usability testing.
- Improved accessibility compliance by 80%, enabling inclusive access for over 10,000 users.
- Reduced post-launch UX issues by 60% by refining interaction fidelity with design and engineering teams.
- Shortened iteration cycles by 20% by delivering QA insights that informed design decisions.

Quality Assurance Engineer (Remote)

Kinly | Sep 2021 - Apr 2022 | Georgia, United States

- Resolved 25+ UX issues, boosting mobile reliability by 80% and strengthening user trust.
- Increased onboarding completion by 45% and reduced drop-offs by 30% through usability testing.
- Cut release delays by 35% by integrating QA insights into design sprints.

PROJECTS

UX Designer

Synco - AI Onboarding Platform | [Case Study](#) | Figma, Protopie, Adobe Creative Suite | Aug 2024 - Dec 2024

- Designed a gamified AI-powered onboarding experience that enhances collaboration and engagement for remote teams.

UX Researcher & Designer

DTW - Airport Accessibility Design | [Case Study](#) | Figma, Adobe Creative Suite | Aug 2024 - Nov 2024

- Created an accessible, app-based service that simplifies mobility assistance and improves navigation for travelers with disabilities.

SKILLS

UX Research, UI Design, Interaction Design, UX Strategy, Design Thinking, Design Systems, Prototyping, Wireframing, Usability Testing, Information Architecture, Accessibility (WCAG), Responsive Web & Mobile Design, User Flows, A/B Testing, Agile Methodologies, Stakeholder Communication, Cross-Functional Collaboration | HTML, CSS, JavaScript, Python, SQL

TOOLS

Figma, FigJam, Adobe Creative Suite, Sketch, Protopie, Framer, Principle, Miro, Webflow, InVision, Zeplin, GitHub Copilot, ChatGPT, Midjourney, Runway, ElevenLabs, Maze, Notion