

# 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

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#### 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

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#### 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

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#### 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

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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

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