

Adekunbi Ajai

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Native English speaker with the **right to work and live in the UK**

London, United Kingdom

A Multidisciplinary designer who has produced innovative product and architecture designs over the past 3 years. Currently gaining experience in user-centred roles to learn, listen, and apply empathy to derive solutions. Looking for a user-focused design role.

TECHNICAL SKILLS

- **User Research** - Qualitative, Quantitative, Mixed methods, Data analysis
- **Design** - Design thinking, Brainstorming, Design methods (TRIZ, Value analysis & Value engineering etc.) Sketching, Illustration, Wireframing, Rendering, Prototyping, CAD modelling, Interaction design
- **Collaboration** - Critical reasoning, Flexibility, Communication
- **Software** - Google Suite, Word, Excel, Powerpoint, Figma, InVision, Unreal, SolidWorks, Autodesk Revit, Lumion, Keyshot, Rhinoceros 3D, Adobe Photoshop, Adobe Illustrator, Adobe InDesign Autodesk Sketchbook, Procreate, Canva

EDUCATION

Master of Science (M.Sc.) Product Design

September 2020 – September 2021

University of Strathclyde, United Kingdom

Master's Degree Project – Smart solution furniture

January 2021 – July 2021

- Championed a multifunctional product from conceptual evolution to detailed design using combined benefits of product development methodologies.
- Instituted mixed-method analysis to solve height, adjustment, and mobility issues in dining and working furniture. Prototyped and tested design to indicate furniture was suitable for manufacturing.

Bachelor of Science (B.Sc.) Architecture

August 2013 – July 2017

Covenant University, Nigeria

WORK EXPERIENCE

Lead 3D Visualisation designer – Thrill Digital Web3

May 2020 – Present

London, United Kingdom

- Design and modelling of a virtual store for fashion brands with Rhinoceros 3D and Unreal engine resulting in the engagement of over 360 users.
- Spearheaded architecture team for Web3 start-up product ASTRA; A Multichain Metaverse For NFT Games, Social Events & Virtual Commerce, leading to the attraction of a \$40,000 dollar grant, \$300,000 pre-seed, 1000 community members and currently valued by investors at £1 million.

Product designer (UI/UX) – Plugull

December 2021 – June 2022

London, United Kingdom

- Critiquing the company's previous brand, formulating a new strategy, designing a new identity and language for the company's brand using Figma, Adobe Illustrator and Photoshop.
- Formalising brand design guides and standards to increase team workflow and efficiency by 1.5%.
- Preparing user satisfaction estimates with Google forms and Microsoft excel to design a flexible and interactive web product with engaging features.

Product designer (UI/UX) – University of Strathclyde

June 2021 – July 2021

Glasgow, United Kingdom

- Crafted and proposed a digital app interface with Procreate and Figma after discussing and studying cryptocurrency in education and business.
- Compiled a list of competitors in the industry and observed through research to validate assumptions in the market.
- As a result of this assistance, the student assigned emerged 1st place in the University Strathclyde's Virtual Incubator Project competition.

Industrial designer (placement) – Anderson Aromatics

October 2020 – May 2021

Glasgow, United Kingdom

- Personal role involved leading the team of four responsible for the redesign of skincare packages through investigating and analysing competitors for cost-effectiveness, manufacturing improvements, increasing value to consumers while maintaining quality.
- Planning and distributing tasks, designing and delivering possible solutions for prototyping and manufacturing.

Presentation designer – Fallon and Ash

July 2019 – July 2020

Lagos, Nigeria

- Created graphic content and marketed a suite of interior design products such as manual and motorised blinds, awnings, curtains and shutters, increasing sales by 2%.
- Supervised and inspected alongside clients onsite to ensure proper instalment of products.
- Assisted clients in completing tasks and goals and increased productivity throughout the organisation.

Architect – Shultz, Krupp partnership

January 2018 – January 2019

Lagos, Nigeria

- Planned 2D application drawings for the construction and renovation of residential and commercial buildings using AutoCAD and Revit.
- Designed and modelled 3D visualisation of residential and commercial buildings with Revit and Lumion.
- Supervised and inspected alongside Principal architect and other allied professionals onsite, evolving collaboration and teamwork skills.