

Prince Idoma

Product Designer | Design Engineer

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SUMMARY

Product Designer (UX/UI) and design engineer with 3 years of experience designing SaaS products, dashboards, workflow-heavy applications and AI interactions for B2B and B2C users. Owns design from problem definition and user research through user journeys, wireframes, prototypes, polished interfaces and implementation reviews, working directly with founders, product managers and engineers. Also builds working products in code: shipped Vectuno, an offline-first image-to-SVG converter, solo in one week, and it passed 10,000 requests in its first 24 hours. Experienced in Figma design systems, WCAG 2.1 AA accessibility, and designing for real data, system states and edge cases.

SKILLS

Product Design: Product design, UX design, UI design, UX research, user research, user interviews, usability testing, user flows, user journeys, journey mapping, wireframing, prototyping, information architecture, interaction design, product discovery, design systems, component libraries, responsive design, accessibility (WCAG 2.1 AA)

Product Areas: SaaS, B2B, B2C, dashboards, AI interaction design, onboarding, conversion optimization (CRO), A/B testing

Design Engineering: React, TypeScript, Vite, Progressive Web App (PWA), Workbox, Web Workers, HTML, CSS, Cloudflare Pages, AI-assisted development (Claude Code, Cursor, Lovable)

Tools and Delivery: Figma (auto layout, components, prototyping), FigJam, Maze, Miro, Storybook, Jira, Notion, Hotjar, engineering handoff, design QA, Agile, cross-functional collaboration, stakeholder management

EXPERIENCE

Product Designer | Myndhaven Limited | UK (Remote)

Jun 2025 - Present

- Own UX/UI for a pre-launch AI mental-wellness SaaS platform in a four-person team with three software engineers, defining requirements, prioritizing the MVP, planning the roadmap and running implementation reviews.
- Ran 20+ interviews and usability-test sessions with prospective users and therapists, and turned the findings into user journeys, product flows, interaction patterns and release priorities.
- Designed the AI interactions: a therapist handoff and briefing workflow that makes AI-generated output easy to read and review, a structured client assessment experience, and a moderated community forum for peer support.
- Built the product's Figma design system and reusable component patterns, then ran design QA across navigation, states, responsiveness, contrast and implementation fidelity.
- Helped grow the pre-launch waitlist across eight countries through the product website and targeted outreach, an early signal of demand ahead of beta.

Product Designer (Contract) | Imara Farms | Rwanda (Remote)

Jan 2026 - Jun 2026

- Designed the dashboards and workflows of an implemented farm-management SaaS product with seven operational modules, used by farm owners, cooperative managers and industrial operators.
- Turned stakeholder research and product requirements into information architecture, user journeys, end-to-end flows, responsive interfaces and interactive prototypes, alongside a product manager and another designer.
- Mapped complex operational workflows for harvest recording, quality grading, intake and dispatch, operational filtering and cooperative payment statements, including system states and edge cases.
- Delivered annotated Figma specifications and reusable components for handoff; the product was implemented and transferred to the client.

Sole Product Designer (Full-time) | Miingl | Utah, USA (Remote)

Aug 2024 - Aug 2025

- Owned end-to-end UX/UI for a social video-collaboration platform that helps distributed teams connect before, during and after meetings, working directly with three engineers and two stakeholders on requirements, roadmap priorities and implementation reviews.
- Ran 10 iterative usability-testing rounds with two to three participants each, and used the findings to improve onboarding, participation and new collaboration features before release.
- Redesigned and shipped the onboarding flow: 30% fewer drop-offs and a 25% increase in participation (stakeholder-reported product data).
- Reworked in-venue screen sharing to keep shared content visible while keeping participant presence accessible, balancing interface density with meeting usability.

Product Designer (Contract) | Vocal Centric | Lagos, Nigeria (Remote)

Nov 2023 - Oct 2024

- Worked with two designers and a product manager on a publicly launched voice and community platform across mobile, web, choir and admin experiences. Designed accessible, responsive interfaces and components using contrast checks, keyboard-navigation reviews, screen-reader testing and WCAG 2.1 AA principles.
- Contributed to content-creation, recording and editing workflows, community interactions, and selected choir and admin dashboards, from wireframes through high-fidelity prototypes.
- Product-manager reporting across the first four months after launch showed a 25% increase in retention and a 40% reduction in recording and editing time.

CODING PROJECTS

Vectuno, Image-to-SVG Converter | vectuno.pages.dev

Solo project

- Designed, built and shipped a browser-based image-to-SVG converter alone in one week, using AI-assisted development. Users can copy the SVG code into Figma or a code editor and see the exact color values used.
- Built it as an installable Progressive Web App (PWA) that works 100% offline. Conversion runs on the user's own device in a Web Worker, so the interface never blocks and no images are uploaded. Converts images in under 5 seconds, tested online and offline.
- Load-tested to 100 million requests per month. Because the conversion work runs on the user's CPU rather than a server, the app is served as static files and server load stays low.
- Passed 10,000+ requests in the first 24 hours after launch (Cloudflare analytics). The launch drew a strong response from designers and developers on X: 11,000+ views, 300+ likes, 13 comments and 10+ quote posts praising how good and fast the tool is.
- Shipped four presets (Clean, Balanced, Detailed, Monochrome), custom palette quantization, SVG clean-up and batch ZIP export.
- **Tools:** React 19, TypeScript, Vite, vite-plugin-pwa, Workbox, Web Workers, ImageTracer.js, fflate, Cloudflare Pages.

ADDITIONAL EXPERIENCE

Product Design Mentor | Miingl | Remote

Jun 2024 - Oct 2024

- Created the curriculum and led recurring UI/UX sessions for 20+ participants across Japan, the United States and Nigeria, covering design thinking, Figma, wireframing, prototyping and interaction design.

Product Design Instructor | Felak Group / University of Abuja | Abuja, Nigeria

Sep 2024

- Taught a three-week product-design program to 15 university students using real-world briefs, covering user-centered problem solving, wireframing, prototyping and Figma workflows.

EDUCATION

Bachelor of Arts (B.A.), History and Diplomatic Studies | Federal University Wukari | Taraba, Nigeria | May 2021