

JOSHUA OKATA OFOSU

Product Designer • UI/UX Designer

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PROFESSIONAL SUMMARY

Product Designer with 4+ years of experience designing intuitive, accessible, and visually engaging digital experiences. Skilled across the full product development lifecycle, from user research and wireframing to high-fidelity and design-to-development handoff. Proficient in Figma, HTML, and CSS, with a strong understanding of responsive UI development and design systems. Proven experience collaborating with cross-functional teams to deliver scalable digital products, with a strong focus on usability, accessibility, consistency, and user-centered design.

CORE COMPETENCIES

UI/UX Design: Wireframing, Prototyping, High-Fidelity Mockups, Accessibility-First Design

Research & Testing: User Research, Stakeholder Interviews, Feedback Synthesis, Usability Testing

Design Systems & Handoff: Figma, Design System Consistency, Design & Development Handoff

Leadership & Collaboration: Cross-Functional Team Leadership, Stakeholder Communication, Design Iteration Management

PROFESSIONAL EXPERIENCE

Lead Product Designer | *AIT Academy – Remote* January 2026 – Present

- Lead the product design of the AIT Academy learning platform, translating user and business requirements into intuitive, accessible, and scalable digital experiences.
- Create prototypes and high-fidelity mockups using Figma and AI-assisted tools to define the platform's structure, interactions, and overall user experience.
- Design and develop UI components, including input controls, navigation, dashboards, cards, and informational elements, ensuring consistency across the platform.
- Conduct user research and gather stakeholder feedback to identify usability issues, validate design decisions, and continuously improve the learning experience.
- Incorporate accessibility and usability best practices into the platform to ensure an inclusive experience for users with different needs and abilities.
- Implement designs into functional digital interfaces using AI-assisted development technologies, collaborating with learners to refine requirements and ensure implementation aligned with the product vision, technical constraints, and design standards.

UI Developer | *JoeOkat LLC – Remote (Accra)* July 2023 – December 2024

- Conducted informal user research and gathered client feedback to identify usability issues and refine interface design.
- Designed and prototyped user interfaces for startups and SMEs using Figma, HTML, and CSS.
- Translated UI designs into responsive and functional interfaces using HTML, CSS, and Alpine.js, ensuring consistency between the design and final implementation.
- Developed an online ordering system to address the manual social-media ordering process, mapping the user journey from checkout through fulfilment to create a more efficient ordering experience.

Lead Product Designer | *Fleet Labs Ghana – Remote (Accra)* July 2019 – December 2022

- Led cross-functional design and engineering teams in delivering the Miss Emerald Ghana Pageant Voting App, coordinating tasks, timelines, and deliverables from planning through launch.
- Collaborated with frontend and backend teams to manage dependencies, resolve delivery issues, and support the successful launch of a high-traffic voting platform serving hundreds of users.

- Managed stakeholder feedback and design iteration cycles, translating product requirements into actionable plans for design and development teams.
- Oversaw design and product deliverables to ensure alignment with technical constraints, accessibility requirements, and quality standards ahead of launch.

UI/UX Designer | Tlancer – Remote (Tbilisi)

February 2019 – June 2019

- Designed wireframes and prototyped UI elements such as input controls, button components, and card UIs, enhancing interface clarity and usability.
- Improved user experience by conducting user research and usability testing with cross-functional teams to gather actionable feedback and insights from stakeholders.
- Collaborated with developers and stakeholders to ensure effective and efficient implementation of designs while adhering to technical constraints and best practices.
- Enhanced platform accessibility by incorporating features that ensure usability for individuals with disabilities or impairments.

KEY PROJECTS

- **Miss Emerald Ghana (Pageant Voting App):** Led user research, wireframing, and prototyping for a high-performance voting platform serving hundreds of concurrent users, ensuring accessibility and usability throughout.
- **Online Ordering System:** Designed a customizable, user-centered ordering platform that streamlined the customer journey from checkout through fulfilment.
- **AIT Academy Platform:** Leading the design and user experience of an online learning and remote-work platform helping learners across Ghana and Africa build practical digital skills.

EDUCATION & CERTIFICATIONS

B.Sc. Information Technology

Kwame Nkrumah University of Science and Technology (KNUST), May 2022, CGPA 3.024

Professional Diploma in Information Technology

Ghana Institute of Management and Public Administration (GIMPA), Sept 2014, GPA 3.871

Enterprise Design Thinking Practitioner

International Business Machine (IBM), Mar 2023

UI/UX Design

Coursera, Oct 2023

REFEREES

Mr. Fianyio Alfred - <i>Bisame Marketplace</i>	0554-572-904
Mr. Obeng Richard - <i>National Health Insurance Scheme</i>	0246-094-749
Mr. Quacoo Prince - <i>Ministry of Environment, Science, Technology and Innovation</i>	0543-393-300