

Osisioni Adigbole

Product Design, UX, and UI Design

Lagos, Nigeria

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MY PORTFOLIO

EXPERIENCE

MTN Nigeria — *Lead Product Designer ePayments-Fintech/Telecoms*

2024 - PRESENT

- Led the design of new fintech products in the payments and customer acquisition space, driving adoption and seamless user experiences for millions of MTN customers.
- Conducted in-depth user research across **50,000+ customers and merchants**, identifying key pain points and opportunities in mobile payments, airtime lending, and digital financial services.
- Designed and launched intuitive web and mobile experiences for **ePayments, airtime top-ups, and merchant transactions**, contributing to a **30% increase in transaction completion rates**.
- Defined and scaled MTN's fintech design system, ensuring consistency across **10+ digital payment products** and reducing design-developer handoff time by **40%**.
- Led cross-functional collaboration with product, engineering, and compliance teams to **develop user-centric payment experiences**, ensuring alignment with business goals and **regulatory requirements**.
- Designed streamlined onboarding flows that improved customer acquisition and reduced drop-off rates by **25%**, driving higher conversion for MTN's FinTech services.
- Conducted usability testing and iterative design improvements based on **customer feedback and transaction data analytics**, optimizing user flows and engagement.
- Stayed ahead of **fintech and ePayments trends**, integrating best practices in **mobile money, digital lending, and payment security** to enhance MTN's product offerings.
- Established and scaled MTN's fintech design system, ensuring consistency across **5+ digital payment products** and reducing design-developer handoff time by **40%**.
- Defined reusable UI components, patterns, and accessibility guidelines to streamline the design and development of fintech experiences.
- Created comprehensive documentation for the design system, covering UI components, UX guidelines, and interaction patterns,

SKILLS

Product Design.

User Interface.

User Experience.

Interaction Design.

Wireframing.

Rapid Prototyping.

Usability Testing.

Design Research.

User flows.

Low & High Fidelity Design.

Storyboarding.

Personas.

Prototyping.

3D Modeling

Typography

Time management

Design System

Multitasking

Frontend Development

TOOLS

Figma.

Adobe XD.

InVision Studio

Photoshop.

enabling faster onboarding for designers and engineers.

- Spearheaded design system adoption across teams, conducting training sessions and workshops that improved alignment between design and engineering.
- Developed Figma libraries and design tokens, ensuring visual and functional consistency across MTN's fintech ecosystem.
- Collaborated with product and development teams to ensure scalability and compliance with industry standards and mobile-first design best practices.

Gigmile — Senior Product Designer- Fintech

Sep 2023 - April 2024

- **Led and conducted comprehensive user research** to understand gig workers' needs, behaviors, and pain points, translating findings into actionable insights that shaped product direction.
- **Collaborated closely with cross-functional teams**—including engineers, designers, and stakeholders—to define the product vision, roadmap, and technical specifications, ensuring alignment with both user needs and business goals.
- **Defined clear product requirements and user stories**, prioritizing features based on impact, feasibility, and user feedback, while maintaining a balance between speed and quality.
- **Created wireframes, mockups, and interactive prototypes** to visualize design concepts, refine functionality, and facilitate communication across design, development, and business teams.
- **Designed intuitive, scalable user interfaces** for both web and mobile platforms, focusing on accessibility, performance, and seamless user experience across devices.
- **Developed and maintained a robust design system** to ensure UI/UX consistency and efficiency across all Gigmile products.
- **Planned and facilitated usability testing sessions**, gathering qualitative and quantitative feedback to drive iterative design improvements and validate product-market fit.
- **Tracked and analyzed key product metrics**, using data to inform design decisions, measure success, and identify opportunities for growth and optimization.
- **Stayed ahead of emerging design trends and technologies**, incorporating modern tools and methodologies to continuously improve the product experience.

Illustrator.

Invision.

ProtoPie.

Balsamiq Mockups.

Notion.

Blender

HTML CSS Javascript

LANGUAGES

English (Native), Yoruba.

OTHER SKILLS

HTML, CSS, WordPress, 3D Modeling.

EDUCATION

University Of Ilorin—
Information and
Communication Science

2018-2023

License & Certifications

Udacity — UX Design

Google — UX Design
Certificate

Portfolio for Projects and Case Studies:

[Osisioni Adigbole](#)

Braintrust — Senior Product Designer

2022 - PRESENT

- Working with enterprise-level and Fortune 100 companies as part of the Braintrust talent network.
- Offering UX and UI consulting services for new apps, platform redesigns, and migrations, with a focus on scalability and market fit.
- Proven ability to translate complex technical requirements into intuitive user stories and UX design solutions.
- Detail-oriented and experienced in crafting visionary Products for startup environments.

Drugstore. ng — Product Designer Phamatech

Feb 2022 - Aug 2022

- Led and owned full end-to-end product design, including discovery, research, sketching, detailed design, and facilitating progress at each stage for existing and new products.
- Designed and developed design systems and guidelines.
- Worked with the agile product team setups and product development iteration cycles.

Global Accelerex—Product Designer Fintech

Nov 2021 - Jun 2022

- Worked with cross-functional team members in the execution and delivery of Accelerex's products and services.
- Leveraged and fostered the use of established UX techniques, templates, presentations, and assets in the creation of UX analysis, solutions, and materials.
- Collaborated with product managers, engineers, and all stakeholders to ensure that design direction is understood and executed.

Maliyo Games— Game UI Designer Game Studio

Nov 2021- Dec 2021

- Worked closely with producers, game designers, artists, and engineers to create wireframes, user flows, and interfaces for a Hyper casual Racing Game "Danfo Racer".
- Led the UI design, Creating unique components for the Game.

New Wave Design— *Web & UI Designer Design Agency*

April 2021- Present

- Using industry software such as Adobe Photoshop, InDesign, XD, Figma, and Illustrator to create visual designs.
- Understanding and interpreting client briefs.
- Supporting clients and/or the business to understand the impact of Good Design.

Freelance— *Designer*

Dec 2018 - Dec 2020

- Attended client meetings to discuss expectations and desired outcomes of design.
- Designed elements for various projects involved with a variety of platforms.
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Business to Business Platform (B2B).

Business to Customer Platform (B2C).

Software as a Service Platform (SaaS).

Customer to Business Platform (C2B).

Customer to Customer Platform (C2C).

