

Adekola Durodola

PRODUCT DESIGNER

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Senior Product Designer with 5+ years **driving measurable growth** across e-commerce, fintech, Web3, and SaaS by **delivering user-first, data-informed design solutions**. Proven track record of **boosting retention, accelerating MVP launches, and scaling design systems**.

Expert in **translating complex problems into intuitive, high-impact experiences**.

COMPETENCIES

Product Design Lifecycle · UX Strategy · UI Design · Design Systems · Prototyping · Usability Testing · Interaction Design · Accessibility (WCAG) · Agile & Scrum · Cross-functional Collaboration · Responsive design · Stakeholder management

EXPERIENCE

Outfitted

Founding Product Designer

Full time, Berlin

Jan. 2025 – Present

- Spearheaded the end-to-end design of a mobile-first fashion social shopping platform, enabling creators to upload shoppable outfit videos and users to discover and purchase items directly—contributing to 1,200+ early sign-ups within the first 3 weeks of soft launch.
- Defined the product design strategy from zero to MVP, including UX research, competitive benchmarking, wireframes, high-fidelity UI, interaction design, and handoff to developers, **reducing MVP build time by 30%**.
- Created a scalable, mobile-optimized design system in Figma, improving collaboration and accelerating design implementation by 40%.
- Conducted user interviews and usability testing with both creators and fashion shoppers, informing key features such as lookbook discovery, shop-the-look CTAs, and social sharing tools.

Freelance

Senior Product Designer

Full time, Berlin

Jun. 2024 – December 2024

- Delivered intuitive product designs that increased user engagement by 25% and improved customer onboarding speed by 30% for multiple startups.
- Led discovery workshops, usability testing, and iterative prototyping, **reducing design debt** and time-to-market for MVPs by 35%.
- Collaborated with product and engineering teams to optimize user flows, resulting in improved task completion rates and reduced churn.
- Improving startups UX strategy to improve and retain customers engagement.

Lightcurve GmbH

Product Designer (UX | UI)

Full time, Berlin

Jul. 2022 – June 2024

Redefined the UX/UI for Lisk's Desktop and Mobile apps, **increasing user retention by 80%** and acquiring 589 new users within the first month post-launch.

- Built a scalable design system used across the entire Lisk ecosystem, decreasing development time by 40%.
- Partnered with engineering and product teams to prioritize features and improve usability, supporting a €118.9M market cap resurgence.
- Organized the end-to-end testing of the Lisk product on both Desktop (Linux, Windows & Mac) and Mobile (iOS & Android).

Forj (Animoca Brands)

Senior Product Designer

Remote, Hong Kong

Jan. 2023 – Jul. 2023

Led and delivered multiple high-impact projects independently, including the redesign of NFT Smart Contract Admin Tools, a Whitelabel NFT platform, and the Tastemakerz Claim feature, which acquired 100+ active users on launch day.

- Collaborated cross-functionally with product owners, managers, developers, and business teams to translate business goals into intuitive design solutions, **accelerating product delivery timelines by 20%**.
- Conducted A/B testing and rapid prototyping to validate CTA placements and optimize key user flows, **improving conversion rates and user engagement**.
- Designed end-to-end experiences, including information architecture, user flows, and wireframes, and presented UX rationales to stakeholders during workshops and design reviews.
- Took full ownership of the product design lifecycle across multiple initiatives, delivering production-ready assets with minimal oversight and **maintaining consistency with brand and UX standards**.

Buttonslab

Senior Product Designer

Remote, London

Sept. 2020 – June. 2022

Spearheaded and managed most of the company's complex product designs from clients including ; NFT Marketplace, Music tokenization platform, led Caketools Launchpad design which got the company \$350K in funding.

- Standardized design processes through a reusable design system, enabling faster iteration and reducing time spent on repetitive UI tasks.
- Improved user conversion and engagement by 40% through UX optimization for products like Altostream, Altotokens, and Altaverse.
- Conducted and participated in workshops , led qualitative and quantitative research , create wire frames, storyboards, user flows, process flows, interaction prototypes, and sitemaps to communicate interaction and design ideas.

OTHERS

Languages
English (Fluent) · Yoruba (Fluent) · German (Conversational)

Interest
UX Trends · Accessibility · Team Collaboration · Bowling · Table Tennis · Design Systems · Gamification

PROFESSIONAL AFFILIATES

Human Centered Design

Design trends, design challenges

Member

Since 2022

Designer's Corner

Design trends, design challenges

Member

Since 2019

Tools & Technologies

Figma · Adobe XD · FigJam · Rive · Maze · Notion · Jira · Trello · Slack · Google Analytics · HTML/CSS (basic) · Webflow · WordPress

EDUCATION

UX Design Course

Google

2022

Product Design

Design frameworks, structure, tools & processes

Udacity

2019