Mojoyinoluwa Alayemi

Product Designer | UX Engineer | AI-Assisted Development | Design Systems

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01 / SUMMARY

Product Designer and UX Engineer with 4+ years of experience designing and building digital products across B2B SaaS, legal tech and other industries. Experienced in user research, interaction design, prototyping, design systems and translating complex workflows into intuitive experiences. Increasingly working across design and development, using AI-assisted tools to build functional prototypes and responsive digital experiences. Comfortable collaborating with product and engineering teams to take ideas from concept through design and implementation.

02 / EXPERIENCE

Jan 2022 → Present

Lawpavilion Business Solution — Product Designer

Legal Technology

- Led end-to-end design across 8+ products serving 5,000+ legal professionals — from user research and journey mapping through to high-fidelity prototypes and design system implementation.
- Planned and ran 30+ user research sessions, including interviews, usability tests and journey-mapping workshops, translating findings into actionable direction for complex legal workflows.
- Designed and delivered CaseManager, a platform used by the Ministry of Justice and Federal Inland Revenue Service, navigating regulatory constraints and WCAG 2.1 accessibility requirements throughout.
- Identified and resolved 15+ critical UX issues through iterative usability testing, increasing conversion by 48% and user satisfaction by 62%.
- Built a 150+ component design system in Figma, reducing design debt by 60% and accelerating development cycles by 35% across web and mobile.
- Facilitated collaborative sessions with 3 Product Managers and 8+ Engineers under agile methodology, aligning roadmaps and shipping bi-weekly releases.
- Informally mentored designers new to the industry, teaching design fundamentals, Figma workflows and how to work within an established design system.

August 2026 → Present

Volunteer UX Designer — Free UK Genealogy

Remote, UK

- Design and improve user experiences for the charity’s website, ensuring accessibility and usability best practices.
- Collaborate with cross-functional volunteers to deliver user-centred web solutions.
- Create wireframes, prototypes, and high-fidelity designs in Figma.
- Contribute to improving website navigation, user flows, and overall user experience.
- Work closely with developers to support the implementation of accessible, user-friendly designs.

2021 → 2022

Freelance — UI/UX Designer

Various Industries

- Delivered 12+ design projects end-to-end for tech startups across fintech, edtech and e-commerce, from early concepts through to launch-ready products.
- Built 3 scalable design systems balancing brand consistency with client individuality, reducing design iteration time by 40%.
- Improved mobile conversion by 35% through responsive design and user-flow simplification for 5 client products.

03 / FEATURED PROJECTS

2026	CMS Law Firm	LegalTech
2022	SafeSpace	Social impact
2024	Virtual Wardrobe	E-commerce
2025	CCMS	LegalTech
2023	Criminal Justice Reporting Portal (CJRP)	LegalTech
2024	Case Management for Ministries of Justice	LegalTech
2022	LawPavilion Primsol	LegalTech

04 / SKILLS

UX Engineering	Functional prototyping, AI-assisted development, responsive interfaces, design-to-code workflows, frontend collaboration.
Research & Discovery	User interviews, usability testing, journey mapping, workshop facilitation, personas, competitive analysis, data-informed design
Design & Delivery	UX design, interaction design, prototyping, wireframing, design systems, accessibility (WCAG 2.1), responsive design
Collaboration	Mentoring, stakeholder presentations, cross-functional collaboration, agile/scrum, design critique, public-sector delivery
Tools	Figma, Framer, Claude, Codex, Cursor, Lovable, GitHub, Vercel, Supabase

05 / EDUCATION & CERTIFICATIONS

2017-2021

Osun State University

B.A. French and International Studies

Interaction Design Foundation Certifications:

- Human-Computer Interaction & Design Thinking
- User Research – Methods and Best Practices
- Mobile User Experience (UX) Design

- Journey Mapping
- AI for Designers
- Emotional Design - How to Make Products People Will Love