

HEPHZIBAH YAHAYA

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PROFESSIONAL SUMMARY

Product Designer and Illustrator with a Mechatronics Engineering background, which shapes how I design: systems first, then the details people feel. I design mobile products end to end, from user flows and wireframes to high-fidelity UI, and draw the illustrations and characters that give them personality. Recent work includes Aptivo, a learning app for early learners; Osita Farm, a farm-to-table grocery app; and Cineva, a cinema booking app.

SKILLS & SOFTWARE

Design Skills

- Product Design & UI/UX (User Flows, Wireframing, High-Fidelity UI, Prototyping)
- User-Centred Design & UX Research
- Design Systems (Colour, Typography, Components, Light & Dark Mode)
- Brand Design (Wordmarks, Mascots, Style Guides)
- Vector Illustration & Character Design (Story Illustration, Book Covers, Posters, Icon Sets)
- Web Design

Design & Build Tools

- Figma, Claude, Antigravity and GitHub

Soft Skills

- Problem Solving, Leadership, Collaboration, Attention to Detail

WORK EXPERIENCE

Cowrywise

Designer (Ambassadors), Part-time

Remote (March 2026 – Present)

- Create vector illustrations and visual assets in Figma for the Cowrywise Ambassadors community.
- Collaborate with other designers in the community on campaign artwork, including the illustration for an International Women's Day design.

STRATOS HQ

UI/UX Intern

Remote (July 2025 – December 2025)

- Designed user interfaces and user flows for product features as part of a remote UI/UX internship.
- Applied user-centred design and wireframing to turn requirements into clear, usable screens.

Halliburton

Student Intern (Industrial Training)

Nigeria (August 2025 – December 2025)

- Completed a work-based engineering internship, applying Mechatronics coursework in an industrial setting.
- Gained hands-on exposure to engineering workflows and teamwork in an oilfield services company.

SELECTED PROJECTS

Aptivo

Learning app for early learners (Mobile App, EdTech)

- Designed the full experience: name and wordmark, the Petal mascot, hand-drawn subject illustrations, a style guide and nine high-fidelity screens.
- Gave every subject its own colour and icon so children who can't read yet can find their way by colour and shape.
- Built streaks, progress bars and badges into the flow so children can see how far they've come.

Osita Farm

Farm-to-table grocery app (Mobile App, E-commerce)

- Designed the shopping flow from browsing and product details to cart and live order tracking with same-day delivery.
- Hand-drew the produce illustration set (basket, tomatoes, bananas and more) used across the splash screen, home banner and case study.

Cineva

Movie discovery and ticket booking app (Mobile App)

- Designed a booking flow that takes users from "what's showing?" to a seat in four steps, across eight screens in dark and light mode.
- Created a compact design system with one warm accent on a dark base, a seat map that shows availability at a glance, and a digital ticket with QR code.

Illustration

Personal and freelance illustration work (Behance)

- Illustrated "Where Stories Live", a whimsical illustrated story, and "SHE MOVES", a character illustration series, alongside posters, book covers and icon sets.

EDUCATION

University of Benin

Benin-City, Edo State, Nigeria

Bachelor of Engineering (B.Eng)

January 2023 – July 2026

Mechatronics, Robotics and Automation Engineering

Vice President, National Association of Marine, Mechanical and Mechatronics Engineering Students (NAMES), 2023/2024

CERTIFICATIONS

- Foundations of User Experience (UX) Design, Google (May 2024)