

Kenekchukwu Okoye-Chine

Product Designer, Software Developer

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Summary

I'm a Product Designer with a background in web and software design and development. Passionate about creating user-centred digital experiences that balance functionality and aesthetics. Eager to contribute strong collaboration, creativity and problem-solving abilities to impactful projects while continuously learning and growing professionally.

Professional Experience

- Product Designer**, Binary Brawlers

 - Responsible for translating product ideas and user needs into user flows, wireframes, responsive interfaces and interactive prototypes.

07/2026 – Present
Lagos, Nigeria
- Product Design/Developer Intern**, Larkwave Tech

 - Worked as a Product Design Intern at Larkwave, contributing to the design of user-centred digital products.

11/2025 – 02/2026
Lagos, Nigeria
- Product Designer(UI&UX Designer)**, Momentom

 - Designed the user experience and interface for Momentom, an e-commerce platform connecting buyers and vendors.

03/2025 – 06/2025
Awka, Nigeria

Education

- BSc. Computer Science**, Nnamdi Azikiwe University

Admitted to Nnamdi Azikiwe University in 2021 to pursue a Bachelor's degree in Computer Science. Developed a strong foundation in software development, web technologies, database management and problem-solving while completing academic and practical projects.
- 06/2021 – 09/2024
Awka, Nigeria

Skills

- UI/UX Design
 - Debugging and Testing
 - Problem-Solving
 - Database Fundamentals
- Wireframing and Prototyping
 - Prompt Engineering
 - Design Systems
 - AI API Integration

Languages

- English

Certificates

Product Design(UI&UX Design)

Issued: July, 2026 by **TS Academy**

Completed practical training in user research, wireframing, interface design and interactive prototyping. Applied product-design principles through hands-on exercises and digital product projects

Projects

Chow-Now — Food Ordering Application

09/2025 – 11/2025

Designed a food-ordering experience covering user research, personas, information architecture, wireframes, high-fidelity interfaces and interactive prototypes. Developed a complete product-design case study demonstrating user-centred thinking and an accessible ordering experience.

Smart Livestock Management System

09/2024 – 02/2025

Developed an AI-assisted system that allows livestock owners to upload images and information about animals for disease analysis and health recommendations. Created a practical academic solution demonstrating how AI and image analysis can support early disease detection and livestock management.

GBBills/SBPay — Digital Payments Platform

09/2025 – 10/2025

Designed interfaces for wallet funding, airtime and data purchases, bill payments, transaction management and service pricing. Produced a straightforward fintech experience that simplified access to everyday digital services.

Mentra - AI Study Assistant

06/2026 – Present

Conceptualised an AI learning platform that helps students summarise uploaded materials, ask questions, generate flashcards and practice tests, and solve mathematics and science problems. Developed the product structure and interface direction for an accessible study tool aimed particularly at African students.