

Newman Ogbo

Product Designer | UX Designer | AI-Native Design Engineer

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Professional Summary

- Product designer and M.Sc. User Experience student in Montréal with 4+ years of experience designing web and mobile products across fintech, HR tech, marketplaces, and hiring platforms.
- Experienced across the end-to-end product design lifecycle, from research, information architecture, and user flows to high-fidelity UI, design systems, prototyping, usability testing, and developer handoff.
- Growing into AI-native design engineering by combining product design with AI-assisted prototyping, design-to-code workflows, and front-end development to move from concept to functional product experiences faster.

Core Competencies

- **Product Design:** User Research · User Flows · Information Architecture · Wireframing · Interaction Design · UI Design · Prototyping · Usability Testing · Design Systems · Responsive Design · Accessibility · Developer Handoff
- **Product Strategy:** Product Discovery · Product Strategy · Feature Prioritization · MVP Definition · Agile · Stakeholder Management · Cross-functional Collaboration
- **Design Engineering:** HTML · CSS · JavaScript · React · Tailwind CSS · Responsive Front-end Development · AI-assisted Development · Design-to-Code · Rapid Prototyping
- **Tools:** Figma · FigJam · Framer · Adobe Photoshop · Illustrator · Git/GitHub · Codex · Claude · Webflow

Professional Experience

Product Designer

2024–2026

Lipaworld

- Designed end-to-end experiences for a cross-border fintech and digital marketplace spanning consumer web and mobile products, voucher purchasing, recipient flows, payments, account experiences, and business tools.
- Led product design for complex financial workflows including USDC wallet experiences, KYC, virtual USD accounts, multi-currency balances, cash-out flows, payees, payouts, and marketplace checkout.
- Created user flows, wireframes, high-fidelity interfaces, interactive prototypes, and reusable design patterns while collaborating with product and engineering through implementation.
- Contributed across product strategy, brand systems, marketing experiences, and developer handoff, helping maintain a consistent experience across consumer and B2B surfaces.

UX Designer

2024

VenoHR

- Designed core workflows and interface patterns for an HR platform, including employee administration, onboarding, dashboards, and internal task-management experiences.
- Developed user flows, wireframes, and prototypes to simplify complex HR processes and collaborated with product and development teams to refine requirements and interaction behaviour.

UX Designer

2023–2024

Rivala

- Designed a global hiring platform from concept through MVP, covering job and talent discovery, hiring workflows, client experiences, and platform navigation.
- Conducted UX research and usability testing, translated findings into product improvements, and created wireframes, prototypes, and reusable UI patterns for implementation.

UX Designer

2023–2024

Caretaker Technologies

- Designed and improved property-management experiences across onboarding, dashboards, responsive layouts, and key user workflows.
- Conducted user research, created process flows, sitemaps, mockups, and prototypes, and collaborated with internal teams and stakeholders through design review and developer handoff.

Product Designer Intern

2022–2023

Genesys Tech Hub

- Conducted user research and translated findings into user flows, wireframes, interactive prototypes, and design specifications for digital products.
- Supported usability testing and iterative design in collaboration with designers, product teams, and developers.

Graphic Designer
Glee Education

- Created visual communication assets across social media, campaigns, posters, and brand materials using Adobe Photoshop and Illustrator in collaboration with the marketing team.

2020–2021

Selected Projects

Meetro — Founder & Product Designer

- Led product strategy and end-to-end UX for an events and social platform, defining the MVP across private events, RSVPs, guest management, creator tools, and contribution flows.
- Worked directly with engineering to translate product requirements, interaction models, and prototypes into implementation-ready experiences.

AI-Native Design Engineering — Independent Projects

- Build responsive product concepts by combining Figma, AI-assisted development, React, Tailwind CSS, and Git/GitHub to move from interface design to functional prototypes.

Community Involvement

Product Design Mentor (Volunteer)
Learnable

- Mentor aspiring product designers through hands-on feedback on UX research, interaction design, prototyping, product thinking, and portfolio development.

2023–Present

Education

M.Sc. User Experience
HEC Montréal

Bachelor of Science, Library and Information Science
University of Nigeria, Nsukka (UNN)

2026–Present

2017–2022

Certification

Google UX Design Certificate
Coursera

2022