Nathaniel Olubunmi-Durotoye

UI/UX Designer

Available evenings alongside my studies · can start now
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UI/UX designer with two years in Figma across an internship, a design cohort and my own projects: research, flows, design systems and high-fidelity screens. I also edit and design for two video channels, so I think about how things look, read and move.

Experience

Video Editor & Co-producer · Imole Candid
07/2026 – Present · YouTube channel on studying and living in Finland · Tampere

- Designed the channel's graphics systems (paper clippings for side cards, a backlit light table for full-screen explainers) and build each episode's graphics timed to the host's words.

UI/UX Designer (intern) · BetControl
10/2024 – Present · Remote

- Designed the MVP of BetControl, a tool that helps people manage and reduce excessive betting. The app is now live and I'm still part of the team.
- Combined user research and behavioural psychology into features that track, limit and analyse betting, so users can regulate themselves.

Product Design Intern · InternPulse
06/2024 – 08/2024 · Remote

- Built the FamTrust colour system, a brand colour scheme kept consistent across every platform.
- Ran a competitive analysis and usability audits of personal finance apps to find where they fell short.

Projects

Travrick · redesign of a friend's watch-party app
2026
Redesigned home, rooms, feed and profile for desktop and mobile in Figma, after surveying competitors for stronger patterns.

Aurora · personal voice assistant
2026
Designed and built a voice assistant on the Claude Agent SDK: orb states, an activity log and alerts, so talking to an AI agent stays calm and clear.

Skills

Design & prototyping: Figma, Framer, v0, Auto Layout, HTML/CSS, Canva

Systems: design systems, Material Design, design tokens

Research: user research, usability testing, competitive analysis, behavioural design

Education

TAMK, Tampere University of Applied Sciences
08/2026 – expected 2030 · Media and Arts, Interactive Media · Bachelor's degree

Utiva, Product Design Bootcamp
08/2024 – 10/2024 · UX research, personas, wireframing, prototyping, usability testing

Languages

English (fluent) · Nigerian Pidgin (native) · Finnish (beginner)