

Ade Adisa

UI Developer | Product Designer

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SUMMARY

I develop optimized interfaces for complex data applications and visualization, whilst improving software usability cross-platform. My work is driven by deep experience in design, programming, UX, processes and collaboration in cross-functional environments. In solving user problems and translating product ideas into real-time solutions, I have implemented scalable UI design systems and built production-ready software applications with innovative product design.

SOFTWARE AND DESIGN SKILLS

- Programming: React, Next.js, TypeScript, JavaScript (ES6+), GraphQL, SWR, Redux Toolkit
- Data Visualization: Recharts, D3.js, Unreal Engine, Unity
- UI Engineering: Scalable design systems, Storybook, Tailwind, Modern CSS, SCSS
- Testing: Jest, React Testing Library, Vitest, Playwright
- Workflow & Tooling: GitHub (branching, PRs, reviews), Jira, Cursor IDE, MCP Server
- UX & Research: Accessibility (WCAG), prototyping, Figma, Adobe creative suite, requirements gathering, user flows, design sprints
- Additional Technical Competencies: React Native, Kotlin, Swift, visual design - typography, color, graphic design

PROFESSIONAL EXPERIENCE

UI Design Systems Architect - PDF Solutions

11/2024 – Present

- Developing responsive, accessible UI interfaces using React, Next.js, TypeScript, and SCSS.
- Developing interactive, real-time data visualizations using Recharts and D3.js.
- Architecting and maintaining a multi-product design system in a mono-repo environment.
- Partnering with Product Designers to translate Figma UI files into final production interfaces, ensuring pixel accuracy and accessibility.
- Leading UI engineering standards, conducting GitHub PR reviews, and supporting Storybook component documentation.

Senior Software Developer (Frontend) - DesignIt Software Ltd.

04/2022 – 11/2024

- Building modular frontends using React, Redux Toolkit, and Angular.
- Developing data visualization dashboards using Recharts and D3.js.
- Implementing scalable design system components, improving handoff speed by 70%.
- Ensuring high engineering quality using Jest, React Testing Library, and Vitest.

- Contributing to structured GitHub workflows with PR reviews and component versioning.

Senior Product Designer - DesignIt Software Ltd.

11/2021 – 09/2022

- Leading product research, requirements gathering, user flows, prototyping, and usability testing.
- Building scalable Figma design systems and supporting responsive, accessible builds.

Senior Product Designer & Developer, Product Studio Lead - Neukleos Ltd.

08/2017 – 09/2021

- Design and development of mobile and web app software using React, React Native, Kotlin, and Swift.
- Design prototyping with Adobe creative suite
- Leading multidisciplinary teams and delivering user-centered product solutions.

Lead Designer, IT Advisory - Ernst & Young

10/2014 – 08/2017

- Developing interactive visualization tools and gamified learning products.
- Creating digital experiences used across enterprise training and decision-making.
- Building mobile-first applications for healthcare and sustainability projects.

Programmer & Instructor - RIT

02/2012 – 03/2014

- Taught web design, animation, and typography using industry tools.
- Developed e-learning modules with SCORM and JavaScript
- Visual, packaging and interface design with Adobe creative suite

EDUCATION

Unreal Engine Game Development – ELVTR (2024)

MSc, UX Design – TH Ingolstadt, Germany (2022-)

React/Redux Nanodegree – Udacity (2018)

C#, .NET MVC, Mobile Software Engineering – KOENIG, India (2014)

B.Tech, Industrial Design – FUTA, Nigeria (2010)