

ITORO FRANCIS UMOEKA

Application Developer

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Design Portfolio: steviefrank.netlify.app

Developer Portfolio: itoroumoeka.xyz

Summary

Google Certified UI/UX Designer with hands-on development capability, able to take a product from concept to fully functional reality. Skilled in user research, wireframing, and high-fidelity prototyping (Figma), with the added ability to build and ship real, working products using modern no-code and AI-assisted development tools (e.g., Webflow, Bubble, Frame.io, Lovable). Bridges the traditional gap between design and development, allowing for faster iteration, more accurate prototypes, and reduced handoff friction with engineering teams.

Experience

UX/UI Designer

Upwork Freelancer, Remote

Apr 2021

Conceptualize new UI interaction models and design user workflows. Create wireframes, storyboards, user flows, process flows, and site maps to effectively communicate interaction and design ideas. Establish and promote design patterns and best practices for UI/UX and UI Design for all elements like menus, tabs, widgets, and various page elements to achieve the right look and feel. Building products for current and satisfying business goals. Collaborate with cross-functional teams including marketing, product, and engineering to deliver cohesive user experiences.

Product Strategist (Internship)

Techfleet, Remote US

Aug 2022 – Apr 2022

Communicated client, product, and business goals effectively across cross-functional teams. Planned and tracked sprints to help the team move focus on commitment and constant delivery. Led ten retrospective sessions to keep up with team goals. Prioritized requirements by constantly leveraging continuous feedback. Prioritized features to meet team goals and client's requirements.

Product Designer

Sharpy, TRNC

Jun 2022 – Aug 2022

Was responsible for building ideating and providing strategic insights for an e-commerce product. Planned and tracked sprints to help the team move focus on commitment and constant delivery. Led ten retrospective sessions to keep up with team goals. Prioritized requirements by constantly leveraging continuous feedback. Prioritized features to meet team goals based on client's requirements.

Lead Software Developer

SenterME, USA

Jun 2024 – May 2026

Developed the first version of the web app which successfully acquired 40 users in just 3 weeks, achieving an average growth rate of 1.5 users per week.

Implemented efficient onboarding and user engagement strategies which resulted in a 20% subscription conversion rate.

Using the information from user testing research, ensured high retention by delivering a seamless user experience resulting in a target retention for early adopters.

Education

B.Sc., Architecture, Cyprus Eastern Mediterranean University

Skills

HTML5

CSS3

JavaScript

Low-code / No-code development

Figma

Jira

Miro

AI Assisted Development

Balancing

User interviews

Usability testing

Quantitative research

User Personas

AI Prompt Design

Database Design

Languages

English

Turkish

Certifications and Licenses

Google Certified – Foundations of User Experience Design

<https://coursera.org/share/51f176816ab97397839146b79c11201d>

Google Certified – Start UX Design Process: Empathize, Define, and Ideate

<https://coursera.org/share/a8a518024da1c7972f40533b0cdea61e>

Build Wireframes and Low-Fidelity Prototypes

<https://coursera.org/share/6a2c66f120a89f54d544dfb61ab0edeb>

Research 101 certified by Domestika

<https://www.domestika.org/en/certificates/933a5ebc69e590bfd9a6f7925c9680dc>

Database Design in Bubble

<https://www.udemy.com/certificate/UC-5fe2612d-6a8a-4bea-97c2-1e0bbf667482/>