

PRONOUNCED
SÈI-RAM

Seyram Kudolo

USER EXPERIENCE DESIGNER

PROJECTS

Applied user-centered design thinking process to design:

Enunciate

- A comprehensive vocabulary app that empowers people to learn vocabulary using quick and intuitive lessons ([view case](#)).

QuikPay (in progress)

- An e-wallet responsive web app that allows Ghanaians to shop, transfer money, and more, without a debit or credit card, or the need to visit a bank ([view ongoing case](#)).

Dig-IT

- A HelpAge Canada program that offers devices, data, education, and technical support for low-income Canadian seniors to join the digital world. ([view website](#))

RELEVANT WORK EXPERIENCE

DESIGN INTERN

HELPPAGE CANADA | AUG 2021- DEC 2021

- Introduced UX design principles to the marketing team and implemented ideas to create a solid design system.
- Synthesized research to produce high-level, detailed wireframes, user flows, mock-ups, and prototypes to effectively communicate interaction and design ideas.
- Collaborated with marketing team to turn user requirements into simple and intuitive design solutions for program [website launch](#).

COMMUNICATIONS AND MARKETING ASSISTANT

UOTTAWA CENTRE ON GOVERNANCE | JUN 2020- DEC 2020

- Researched and implemented user-centered strategy increasing engagement by 40%.
- Created and updated web content while adhering to organization style guidelines.
- Designed monthly newsletter sent to over 500 affiliated research partners.

DETAILS

Portfolio and Sample Work:

<https://seyramkudolo.wixsite.com/portfolio>

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EDUCATION SUMMARY

CAREER FOUNDRY

UX DESIGN

MAY 2021 - APR 2022

- A UX Design course specializing in UX fundamentals (information architecture, user research, usability testing, etc.), methodology, data and research-driven approaches to design, as well as prototyping, wireframing, and website optimization.

UNIVERSITY OF OTTAWA

COMMUNICATIONS AND SOCIOLOGY

2016 - 2021

- Joint Honours in Communications and Sociology
- Magna Cum Laude (GPA: 3.8)

RESEARCH

- Generative & Evaluative Research
- Usability Testing
- Preference & A/B Testing
- Persona Development
- Interviews
- Task Analysis and User Flows
- Qualitative and Quantitative Data Analysis

DESIGN & PROTOTYPING

- Pen + Paper (low fidelity wireframes)
- High fidelity wireframes and mockups
- Figma
- Adobe XD
- InVision
- Adobe Illustrator
- Marvel