

Daniel Momah
UX/UI

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Portfolio: Momahdaniel.com

Profile

Innovative and detail-oriented UX/UI Designer with over [X years] of experience in creating user-centered designs for web and mobile applications. Proficient in conducting user research, developing wireframes, and crafting high-fidelity prototypes. Adept at collaborating with cross-functional teams to enhance user experience and drive business goals. Passionate about leveraging design thinking methodologies to solve complex problems and deliver intuitive digital solutions.

Skill Summary

- Windows, Mac, and Linux OS.
- Reimaging Windows and Mac.
- Active directory, Agresso, Jira, PowerShell, OpenStack
- Duo, Rainbow, Zoom
- Google Cloud, AWS, Condeco, Citrix,
- Service Desk, Salesforces
- MySQL, Git, Android Studio, Apache, Postman, Smartsheet
- PhpMyAdmin, Google Firebase
- Latex, Microsoft Office365

Career History

Mar 2022 — Present
Ireland

Kaplan Inc; Dublin Business School, Dublin –

IT Infrastructure Engineer

- Provide technical support to staffs and students across multiple campuses.
- Support technical issues related to Windows, Mac, Citrix, office365 and virtual environments.
- Installations, configurations and upgrade of workstations.
- Accurately recording, tracking and researching tickets from creation to resolution and escalating issues when necessary
- Manage technical tickets logged by staffs and students using ServiceDesk portal.
- Provide remote technical support via phone calls, Zoom, Google Meet and Rainbow Alcatel.
- Manage staff and students account on the network using tools such as active directory, Citrix, Agresso, zoom etc. to facilitate user support.
- Conduct IT inductions for new staffs and students, provide remote, online and walk-in support for staffs and students, Prioritize daily/ weekly/ monthly work in accordance with small projects and daily support.
- Liaising with third party support organizations for repairs and replacements.

DIK Technology Abuja, Nigeria

July 2017 – June 2018

Lead UI Designer

- Managed the direction of User Experience on a single project by preparing prototype, defined testing parameters and provided reported results.
- Worked with stakeholders and clients to take a project to completion.
- Responsible for task delegation to the UI/UX team
- Follow up on every designer to meetup with product requirements, and deadlines.
- Gathering and evaluating user requirements through targeted audiences, in collaboration with product managers and engineers.
- Illustrating design ideas using storyboards, process/user flows and sitemaps, and designing GUI elements, like menus, tabs and widgets.
- Presented and defended design decisions with use of presentation tools like Microsoft PowerPoint and Behance.
- Offered support to my team members to ensure efficient workflow.
- Collaborated with interface designers and development team at DIK technology to define and implement innovative solutions for their product direction to arrive at an efficient and easy- to-use solution.
- Created UI/UX designs for complex mobile app and web applications by way of page/user flow diagrams, site maps, and interactive wireframes in many projects for DIK technology clients.

DIK Technology Abuja, Nigeria

July 2017 – June 2018

UI Designer

- Created visually appealing, intuitive interfaces for websites and mobile applications, including layouts, buttons, menus, icons, and typography.
- Produced wireframes, high-fidelity mockups, and interactive prototypes to communicate design concepts and demonstrate how users will interact with the product.
- Developed and maintain design systems, style guides, and reusable components to ensure a consistent look and feel across digital products.
- Worked closely with UX designers, product managers, and developers to translate user needs and business requirements into practical interface designs.
- Incorporated user feedback and usability-testing findings to improve interface clarity, accessibility, and ease of use.
- Delivered design assets and clear implementation specifications, and collaborate with developers to ensure the finished product accurately reflects the approved designs.
- Illustrating design ideas using storyboards, process/user flows and sitemaps, and designing GUI elements, like menus, tabs and widgets.

Education

Sep 2019 – April 2021

MSc Cloud Computing (Software Development Stream).

National College of Ireland, Dublin | ncirl.ie**Feb 2014 – Jan 2017**

BSc Software Engineering.

University of East London | uel.ac.uk**Certifications**

AWS & MS Cloud Certification (In View)

ITIL 4 Foundation (completed)

Coursera – Google IT Support Professional (Completed)

Coursera - Google UX Design Fundamental Professional Certificate (Completed) Udemy

- Frontend web development course 2018 (Completed)

Interests and Achievements

Tech meetups, Gaming, Hiking, Volunteering (Volunteered in 2018 to tutor kids in computer utilization and other emerging technologies)