

BERNARD ADDO

UX/UI DESIGNER

PROFESSIONAL SUMMARY

Accomplished UX Designer with a proven track record at Vertical Vision, Inc, showcasing expertise in project management and critical thinking. Demonstrated success in leveraging diverse team environments to achieve innovative solutions, emphasizing high performance and moral character. Skilled in transforming concepts into user-centric designs, with a commitment to excellence and continuous improvement.

EXPERIENCE

UI/UX Designer

January 2020 - January 2022 | VERTICAL VISION, OKLAHOMA CITY

- Collaborated with developers to ensure optimal functionality of all UI and UX designs.
- Designed wireframes and prototypes using tools such as Adobe Creative Suite, Sketch, Axure and InVision.
- Provided recommendations on ways to enhance the overall user experience.

Sales & Marketing Coordinator

January 2019 - January 2020 | ORR NISSAN WEST (Dealership), Oklahoma City, Oklahoma

- Developed and implemented effective marketing strategies to increase sales volume.
- Drafted press releases highlighting company accomplishments or upcoming events.
- Generated detailed reports on campaign results which were used by senior management for decision-making purposes.


Marketing/ Graphic Designer


January 2017 - January 2018 | REMY INTERNATIONAL, Edmond, Oklahoma


- Responsible graphic editing and catalog

3D Animator / 3D Modeler

CONTACT

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SKILLS

- Ability to convey a positive, public image through a versatility of communication mediums
- Achieve solutions by addressing issues and concerns with the consideration of various viewpoints
- Experienced success in a diverse team environment that emphasized quality
- Exposed to various work experiences which valued people of diverse backgrounds
- Project management
- Critical thinking
- Research capabilities
- Softwares Proficiency: • Figma • Sketch • InVision • Origami Studio • Fluid UI • Wireframe CC • Marvel • Proto.io • Webflow • Adobe XD • Photoshop • Illustrator • Lightroom • Premiere • After Effects • Indesign • 3ds max • Maya • Mudbox • AutoCAD • Zbrush • Unreal Engine • Microsoft Office

January 2015 - January 2017 | OU NEXT THOUGHT VIDEOS,
NORMAN

- Designed complex rigging systems to facilitate realistic motion capture data integration into 3D characters.
- Created dynamic simulations using particle systems, cloth dynamics, soft bodies, rigid body dynamics and fluid effects.
- Integrated motion capture data into existing 3D scenes for realistic character movement.

Product Designer

January 2013 - January 2014 | Emetien, PHILADELPHIA

- Designed wireframes, mockups, prototypes, and other visuals to communicate design intent.
- Developed interactive prototypes for usability testing.
- Created high fidelity visuals for web, mobile, and desktop applications.
- Facilitated brainstorming sessions with cross-functional teams to generate innovative ideas.

Sales Representative

January 2011 - January 2012 | OU HUFFMAN, Norman

- Responsible for Cashier position

Advisory Assistant

January 2010 - January 2011 | UNIVERSITY OF OKLAHOMA,
Norman, oklahoma

- Assistant helper/ File management

EDUCATION

Completed coursework towards BA in Gaming and Animation

Oklahoma Christian University, OK

Completed coursework towards BA Film and Video study

University of Oklahoma, OK

Completed coursework towards High School Diploma

Norman High School, OK

CERTIFICATIONS

- Build Dynamic User Interfaces (UI) for Websites
- Build Wireframes and Low-Fidelity Prototypes
- Conduct UX Research and Test Early Concepts
- Create High-Fidelity Designs and Prototypes in Figma
- Create High-Fidelity Designs and Prototypes in Figma

- Google UX Design Specialization
- Foundations of User Experience (UX) Design

AWARDS

- University Of Oklahoma Fine Arts Scholarship
- Victoria Art Show Norman
- Soup Stone, Norman
- All City Art Show Norman

Why is an apprenticeship program a better fit for you than a full-time role would be at this time? What do you hope to leave this 18-month program with OR How will this program help you achieve your long-term career goals?

An apprenticeship program is a better fit for me at this stage in my career than a full-time role for several important reasons. Primarily, the structured learning environment of an apprenticeship aligns with my current needs as someone eager to build a solid foundation in UX/UI design. The field of UX/UI is dynamic and requires a deep understanding of both theory and practice to be truly effective. While a full-time role may offer immediate hands-on experience, it often assumes a level of expertise that I am still in the process of developing. An apprenticeship, on the other hand, provides the balance of learning and doing, with the added benefit of mentorship from experienced professionals who can guide my growth in a more targeted and thoughtful way.

In a full-time role, the focus is predominantly on output—delivering projects, meeting deadlines, and contributing to the company's goals. While these are essential aspects of any job, they may not leave as much room for the type of in-depth learning and experimentation that are crucial for someone in the early stages of their UX/UI career. An apprenticeship allows for a more gradual and comprehensive learning curve, where I can take the time to fully grasp the principles of user-centered design, understand the nuances of different design tools, and refine my problem-solving skills through practical application. This structure is essential for me to develop not just as a designer, but as a thoughtful practitioner who can create impactful and user-friendly designs.

Moreover, an apprenticeship offers the unique advantage of learning in a real-world environment while still having the safety net of mentorship and guidance. In a full-time role, the pressure to perform can sometimes overshadow the opportunity to learn. Mistakes, while valuable, can carry higher stakes, and the ability to ask questions or seek help may be more limited. In contrast, an apprenticeship program is designed with learning as its core focus, encouraging questions, fostering curiosity, and allowing for mistakes to be part of the learning process without the fear of severe consequences. This type of environment is exactly what I need to build my confidence and skills in UX/UI design.

Over the course of this 18-month apprenticeship, I hope to achieve several key outcomes. First and foremost, I want to leave the program with a robust and diverse portfolio that showcases my ability to tackle a wide range of UX/UI challenges. Whether it's designing intuitive user interfaces, conducting user research, or creating wireframes and prototypes, I aim to develop a well-rounded skill set that reflects both my technical abilities and my creative problem-solving skills. This portfolio will be instrumental in demonstrating my readiness for a full-time role in UX/UI design, showcasing the work I've done and the progress I've made during the apprenticeship.

In addition to building a strong portfolio, I also hope to gain a deep understanding of the design process from start to finish. This includes learning how to effectively collaborate with cross-functional teams, understanding the business implications of design decisions, and mastering the tools and techniques that are essential in the industry. By the end of the apprenticeship, I want to be able to approach any design problem with confidence, knowing that I have the skills and knowledge to find a solution that meets both user needs and business goals.

This program will also help me achieve my long-term career goals by providing a strong foundation in the principles and practices of UX/UI design. My goal is to become a proficient and innovative UX/UI designer who can contribute meaningfully to any team. The mentorship and real-world experience I gain through this apprenticeship will be invaluable in helping me reach this goal. By the end of the program, I aim to be not just a designer, but a well-rounded professional who understands the broader context of my work, from user research and design thinking to project management and collaboration.

Ultimately, this apprenticeship will set me up for long-term success in the field of UX/UI design. The skills, knowledge, and experience I gain will be the building blocks of my career, enabling me to grow and evolve as the industry continues to change. I'm confident that this program will provide the support and opportunities I need to achieve my career aspirations and become a successful UX/UI designer.

Share an example of a time when you took the initiative to gain new skills or knowledge. How did you approach this? What resources or methods do you find most effective for growing as a professional in the workplace?

As someone passionate about continuous learning and growth, I took the initiative to enhance my UX/UI skills by embarking on a self-directed project. While working in a different role, I realized that my interest in design was more than just a passing curiosity—it was something I wanted to pursue seriously. To build a solid foundation, I decided to design a mobile app from scratch, which would not only improve my skills but also give me practical experience in applying UX/UI principles.

I approached this challenge methodically, starting with a clear plan to guide my learning. First, I conducted research on the basics of UX/UI design through online courses and tutorials. I enrolled in a UX/UI design course on Coursera, which covered key topics such as user research, wireframing, prototyping, and visual design. This course gave me a strong theoretical background, but I knew that hands-on practice was essential to truly grasp the concepts.

To put theory into practice, I chose to design a fitness-tracking app, a project that combined my interests in health and technology. I began by conducting user research, interviewing potential users to understand their needs and pain points. This research informed the design process, guiding my decisions as I created wireframes and prototypes. Throughout the project, I used tools like Sketch and Figma to design the interface and InVision to create interactive prototypes.

In terms of resources, I found that a combination of structured online courses and self-directed projects was the most effective way to grow as a professional. Online courses provided a solid foundation of knowledge, while personal projects allowed me to apply what I'd learned in real-world scenarios. I also sought feedback from peers and online design communities, which was invaluable in refining my designs and improving my skills.

This experience taught me the importance of taking initiative in my professional development. By proactively seeking out learning opportunities and challenging myself with practical projects, I was able to gain a deeper understanding of UX/UI design and build a portfolio piece that showcased my abilities. Moving forward, I plan to continue this approach—balancing structured learning with hands-on practice and seeking out feedback to ensure continuous growth as a UX/UI professional.