

Triumph Ohwojeheri

PRODUCT DESIGNER | UX/UI DESIGNER

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PROFESSIONAL SUMMARY

Product Designer with 4+ years of experience designing user-centered web and mobile products across fintech, Web3, DeFi, and SaaS. Owns end-to-end product design from research and user flows through high-fidelity UI, interactive prototypes, and design systems. Has led zero-to-one design for complex trading, payments, and decentralized applications, translating intricate technical workflows into intuitive, accessible interfaces. Works closely with cross-functional engineering, product, and research teams to drive product strategy and ship production-ready experiences in fast-paced, high-execution environments.

CORE SKILLS

UX Research: User Interviews, Usability Testing, User Research, Journey Mapping, Information Architecture, Competitive Analysis

Interaction Design: Wireframing, User Flows, Prototyping, Responsive Design, Mobile Design, Web Design

UI Design: Visual Design, Design Systems, Components, Auto Layout, Accessibility, Brand & Visual Identity

Process: Design Thinking, User-Centered Design, Product Strategy, Cross-functional Collaboration, Agile, Design Sprints, A/B Testing

Tools: Figma, FigJam, Adobe XD, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Notion, Microsoft PowerPoint, Google Slides

PROFESSIONAL EXPERIENCE

UX/UI Designer — Glitch Markets, NYC

Sept 2025 – Mar 2026

- Led zero-to-one product design for the entire Glitch trading application, taking complex fintech and trading workflows from initial concept to high-fidelity, interactive prototypes.
- Ran high-tempo design sprints in place of traditional wireframing, delivering rapid iterations and shipping production-ready interfaces in a fast-paced, high-execution environment.
- Acted as the sole design voice on the team, conducting targeted user research to drive product strategy and translate user insights into intuitive, screenshot-worthy interfaces.

Visual Designer — Holonym Foundation, Paris

June 2024 – Feb 2025

- Designed the Quest and Perks features for Silk Wallet, increasing user engagement through gamified, identity-based tasks and rewards.
- Created the Silk Points loyalty program to incentivize user activity and drive wallet adoption through a clear, rewarding system.
- Contributed to the Holonym-to-Human Tech rebrand, shaping the new visual identity and aligning it across product and marketing.
- Produced visual assets for blogs, social media, and pitch decks, ensuring consistency across brand storytelling and investor communications.

Product Designer — Space and Time, US (Part-time)

Feb 2024 – Jan 2025

- Led end-to-end design of MakeInfinite's flagship decentralized application (dApp), a platform integrating zero-knowledge proofs, on-chain data access, and AI-powered tools.
- Collaborated with cross-functional engineering, product, and research teams to ship a user-first interface for complex crypto data operations, including Proof of SQL and Blitzar integration.
- Designed scalable UI/UX systems for tools such as Space and Tokens and Blaze, enabling seamless interaction with real-time data analytics and tokenomics simulations.
- Developed key design assets across product and marketing touchpoints to support go-to-market and growth initiatives.

Lead Product Designer — NerfBot, California

Mar 2023 – July 2023

- Created user flows, high-fidelity wireframes, and prototypes to communicate the company vision to partners and stakeholders.
- Collaborated with developers and researchers to gather and assess user requirements, and identified and resolved UX issues including responsiveness.

Lead Product Designer — Crest Protocol

Jan 2023 – June 2023

- Led the design process from research through final delivery, partnering with clients to understand their needs and goals.
- Created wireframes, mockups, and prototypes for new product features, validating designs through user research and usability testing.

Lead Product Designer — FeedPay, UK

Nov 2022 – May 2023

- Designed the entire mobile app and marketing website, ensuring a cohesive, user-friendly experience across platforms.
- Created detailed user flows and wireframes to guide product development and streamline the user journey.

Product Designer — Fincredit, Uganda

Oct 2021 – Dec 2022

- Redesigned the mobile application to enable cross-border payments, optimizing the user journey and simplifying navigation.
- Collaborated with product stakeholders to define high-level goals, product strategy, and upgrades to existing products.

Product Designer — Tumia Pesa (PivotPayts), Uganda

Sept 2021 – June 2022

- Led end-to-end design of the mobile application enabling cross-border payments, redesigning user flows for easier navigation.
- Designed landing pages for new products and collaborated with stakeholders on product strategy and company direction.

SELECTED PROJECTS

MakeInfinite dApp — Space and Time

Problem: Complex crypto data operations like zero-knowledge proofs and on-chain SQL querying were inaccessible to non-expert users.

Process: Mapped technical workflows with engineering and research teams, then structured them into a clear, guided interface built from reusable components.

Outcome: Shipped a user-first dApp that made advanced data operations approachable and supported go-to-market growth.

Silk Wallet Quests & Silk Points — Holonym

Problem: Wallet adoption and ongoing engagement needed a stronger incentive loop beyond core identity features.

Process: Designed gamified, identity-based task flows and defined reward states and a points-based loyalty system, integrated into the wallet experience.

Outcome: Delivered a repeatable engagement system that turned identity verification into a motivating experience, supporting the Human Tech rebrand.

EDUCATION

Quantity Surveying (Undergraduate) — University of Benin

CERTIFICATIONS

Foundations of UX Design (Google) • Figma Masterclass (Coursera) • Brand and Visual Design (EdoBits ICT Academy)