

Adekunle Oduye

UX Engineer

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Experience

Design Engineer, Tech Lead @ Plaid

Feb 2022 – March 2024 | Remote

- Supported UI refresh initiative for Plaid's flagship product, Link.
- Responsible for leading the technical direction and planning for Threads, Plaid's design system.
- Created principles for authoring React code and conducting front-end testing.
- Spearheaded the roll-out of the design system documentation site using NextJS.

Senior UX Engineer @ MailChimp

Apr 2019 – Jan 2022 | New York City

- Collaborated closely with designers and engineers to develop, document, and maintain Wink, MailChimp's design system.
- Supported a product redesign by building performant, scalable, and accessible UI components for around **200** engineers.
- Created a dynamic design system documentation site using GatsbyJS.
- Led the quarterly user research campaigns to understand the design system customers with qualitative and quantitative research.

Design Technologist @ Memorial Sloan Kettering Cancer Center

Jun 2018 – Apr 2019 | New York City

- Built and maintained UI components for a clinician-facing platform using Typescript, React, Sass, Jest, and Lerna.
- Conducted user research to learn and prioritize features for the design system.
- Facilitated an UI audit to uncover opportunities for creating consistence patterns.

Product Designer @ Justworks

Jun 2017 – Apr 2018 | New York City

- Led the product design efforts to redesign the health renewals flow for both the employees and employers which lead to a **98%** renewal rate.
- Collaborated with other designers and engineers to maintain the design system.
- Heavily involved in D&I groups such as Black Leadership Alliance.

Product Designer @ NASDAQ OMX

Feb 2014 – Jun 2017

Web Developer @ Vendome Group

Jul 2012 – Feb 2014

Freelance Web Developer

May 2012 – Jun 2012

Designer & Front-End Developer @ dzine it

Mar 2011 – May 2012

Skills & Education

Languages

HTML, Sass/CSS, Javascript, Typescript, and GraphQL

Frameworks/Libraries

Mongoose / MongoDB, Express, React, Node.js, Jest, Playwright, Gatsby, and NextJS

Tools

Git/Github, CLI, npm, webpack, jira, and Figma

UX Design

User Research, Usability Testing, Rapid Prototyping, Wireframing, and UI animation

Speaking Engagements

Smashing Meets

Dec 2020

An Event Apart

Oct 2020

Clarity

Dec 2018

Scotland CSS

July 2018

DesignOps Summit

Nov 2017

CSSConf

Oct 2015

Education

University at Buffalo, SUNY

Jun 2010 | Buffalo, NY

BA, Studio Art & Economics

American University at Rome

Fall 2008 | Rome, Italy