

James Ibitoye

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SUMMARY

- Interaction Design graduate with hands-on experience across nonprofit, startup, and enterprise environments
- Skilled in end-to-end product design — user research, usability testing, prototyping, design systems, and developer handoff
- Multidisciplinary design background including UX, AR/3D, motion design, code and AI-assisted workflows
- Seeking Product or UX Designer roles in collaborative, impact-driven teams

EXPERIENCE

Product Designer

Jan. 2025 – Present

Youth Empowering Parents

Toronto, ON

- Led end-to-end redesign of a nonprofit e-learning platform (Moodle → mobile-first), delivering 3 weeks ahead of schedule with complete developer handoff — now in active development
- Improved navigation scores 21% (3.8 → 4.6) across 3 agile sprints, validated by 30+ participants through interviews, Maze usability tests, A/B testing, and in-person sessions with educators and students
- Achieved 100% user satisfaction and 4.5/5 visual appeal in final testing; built an accessible design system and modular learning paths to support long-term scalability
- Accelerated research synthesis and design iteration using AI tools (Claude, ChatGPT) throughout the sprint cycle

UX/UI & 3D Designer

Jan. 2025 – Apr. 2025

Korotu Technology Inc.

Toronto, ON

- Collaborated cross-functionally with a 6-person startup team (CEO, engineers, designers) to refine workflows for an iOS environmental survey app
- Delivered 8 UX screens and 5 ARKit error states in Figma, completing deliverables 2 weeks ahead of schedule
- Identified 3 critical UX issues through 15 weekly AR field tests, driving redesigns and validating AR tree measurement accuracy
- Produced 4 3D models, finalized one and delivered 5 accessibility-optimized colorways (3 color-blind, 1 high-visibility, and 1 branded) to use in-app

Financial Lines Intern - Specialties

Jun. 2024 – Sep. 2024

Zurich Canada

Toronto, ON

- Designed UX mockups for internal AI & policy administration tools, streamlining workflows for policy review and approval
- Collaborated cross-functionally with underwriters and product managers and interviewed users to clarify requirements and improve application processes
- Supported 120+ applications through business research, risk analysis, and documentation for commercial insurance underwriters

Project Manager / UX Designer

Sep. 2023 – Dec. 2023

GO Transit App Design - Interface Development Course

George Brown Polytechnic

- Led a 3-person team to design a mobile GO Transit app prototype addressing commuter pain points
- Conducted 26 surveys and 3 user interviews, uncovering key transit frustrations that shaped features
- Delivered an interactive Figma prototype with persona-driven user flows and competitive analysis-informed features

UX Designer

Sep. 2022 – Dec. 2022

Blackboard Learn Redesign - Information Architecture Course

George Brown Polytechnic

- Improved task completion speed for users by 30-40% through collaborative redesign of e-learning platform with 5-person team
- Redesigned navigation architecture to streamline student workflow and course access patterns

SKILLS & INTERESTS

UX & Research: Wireframing, Prototyping, Information Architecture, Design Systems, Usability Testing (In-Person & Remote with Maze.co), A/B Testing, Surveys, User Interviews, Personas, Competitive Analysis

Design Tools: Figma, Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere), InVision, Miro

Development & 3D: Responsive Web (HTML/CSS/JavaScript), 3D Modeling, Blender, Autodesk Maya, Xcode

AI-Assisted Workflows: Rapid prototyping, research synthesis, copywriting, documentation/knowledge bases, exploring ideas, accessibility audits, troubleshooting — with Claude Code, Cursor, Google Gemini & more

AR/VR Design: Unity, AR/VR Interfaces

Creative Production: Motion Design, Animation, Video Editing (DaVinci Resolve), Graphic Design, Storyboarding, Brand Identity

Collaboration & Workflow: Cross-functional Communication, Stakeholder Management, Project Management, Jira, Notion, Slack, Microsoft Teams

Interests: XR & immersive design · Music & sound production · Art, film & fashion · Gaming · Travel & adventure sports

EDUCATION

Advanced Diploma in Interaction Design

Sep. 2022 - Apr. 2025

George Brown Polytechnic

Toronto, ON

- Dean's Honour List 2022-25 · 3.8/4.0 GPA · Graduated with Honours