

Sulaimon Odeniran (Ola)

Design Engineer

Portfolio: sulaimonodeniran.com

E-mail: Odeniransulaimon18@gmail.com

X/twitter: x.com/odeniransulaimo

LinkedIn: linkedin.com/in/sulaimon-odeniran-112476227/

Design Engineer with 4+ years of experience designing and shipping web and mobile products across fintech, AI and real estate. I focus on solving the underlying business problem first, then building something clear, fast and easy to use. I work from Figma to production in React, Next.js and Supabase, so ideas move from design to a live product without a handoff gap.

Tools

Product Design: Figma · Sketch · Adobe suite · Miro

Front end: HTML · JavaScript · React · Next.js · Tailwind CSS · SwiftUI

No Code: Framer · Webflow

Backend and deployment: Supabase · Vercel · Netlify

Prototype: Rive · Protopie

AI-assisted workflow: Claude · Cursor · Figma Make · Deepseek

Experience

Design Engineer

Jan 2026 – Aug 2026.

Rehive

Full-time

- Designed and developed client-facing websites for a stablecoin neobank platform, building them with React, HTML and Tailwind CSS from Figma designs.
- Created website designs that supported sales efforts and helped win new clients for the platform.
- Redesigned the Rhive Pay mobile app and website screens, improving the clarity of payment and account flows.
- Worked across design and code, taking work from Figma to live pages without a separate handoff.
- Built responsive interfaces for a product used in 100+ countries, with multi-currency accounts and local payment rails (ACH, SEPA, SPEI, Pix).

Designer & Web Developer

Aug 2024 – Jul 2026

Hypergrowth

Full-time until [Jan 2026], part-time alongside Rhive from Jan 2026

- Designed and built responsive websites and digital products for clients across multiple industries, including fintech, AI and real estate, taking each project from discovery and wireframes to launch.
- Owned the full process alone: user flows, UI design, development, responsive testing and handoff, without needing a separate developer.
- Worked with clients and stakeholders to turn business goals and user needs into clear page structure, messaging and conversion-focused layouts.
- Created design systems and reusable components (typography, color, spacing, buttons, sections) to keep every project consistent and make future pages faster to produce.
- Built content templates so non-technical team members and clients could update pages themselves without breaking the design.
- Translated rough briefs and early ideas into wireframes and prototypes, then refined them through feedback with stakeholders before development.
- Tested every build across devices and screen sizes, and fixed layout, performance and usability issues before launch.

UI/UX Designer

Dec 2023 – Jul 2024

Cimpla

Full-time

- Sole product designer at a pre-launch startup, owning UI/UX from concept and wireframes to final screens and developer handoff.
- Designed the web app for a decision-engine platform, including project and folder management, a visual decision-tree builder, a code editor and 2D matrix tools.
- Designed Finparse, a financial-statement processing product: statement upload and status tracking, searchable and filterable data tables, and a wallet view with transaction history and exports.
- Designed the company website (product page, careers, FAQ, blog) with demo-booking calls to action.
- Built the design system (typography, color scales, reusable components, loaders and logo variations) shared across the website, web app and Finparse, keeping all three consistent.

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Experience

Junior UI/UX Designer

EtherealDesign Studio

May 2023 – Dec 2023

Full-time

- Created wireframes and low-fidelity layouts to map out screens and user flows before moving into visual design.
- Built interactive prototypes in Figma and Sketch to show how screens connected and to test interactions with the team.
- Designed UI screens for client projects, applying consistent typography, color and spacing across pages.
- Took part in design reviews and iteration cycles, turning feedback from senior designers and clients into improved layouts and user flows.
- Prepared design files for handoff, organizing layers, components and screens so developers could work from them.
- Worked in a studio team environment, learning the full design process from early concept through to final delivery.

UI/UX Design Intern

GoPay

Nov 2022 – Apr 2023

Full-time

- Designed mobile and web app interfaces for a digital payments product, creating clear, easy-to-use layouts for payment experiences.
- Worked with designers, developers and product managers in sprints and brainstorming sessions, turning product needs into screens and user flows.

Personal Projects

Samaa: Quran verse recognition app

Live on iOS and Android | samaaapp.com

Designed, built and launched a mobile app that identifies any Quran recitation in seconds, showing the Surah and Ayah with translation and transliteration as it plays. Shipped on the App Store and Google Play with a free tier and a Premium subscription that unlocks unlimited recognition and offline downloads.

Growvest: investment app for small businesses

SwiftUI, React, Figma

Designed and built an interactive iOS prototype for an app where people invest in small businesses and business owners list to raise funds. It covers an investor and business-owner dashboard, buying and selling shares with PIN and Face ID confirmation, KYC identity verification (ID scan, face check, address), and role-based profile setup.

Education

Self-directed training in UI/UX design and front-end development through online courses, a design bootcamp and one-on-one mentorship (2021 – 2022)