

ETTIENNE SANJAMINO

UX/UI Designer with a background in psychology and over 5 years of customer service and banking expertise. Experienced in end-to-end design, covering skills such as user research, prototyping, usability testing, and creating intuitive design systems. Strong track record in B2B and B2C design projects, with a focus on collaboration, leadership, and delivering user-centered solutions.

CONTACT

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EDUCATION

Bachelor of Psychology
John Jay College

SKILLS

UX Design UI Design
User Research Prototyping
Wireframing Usability Testing
Design Systems Typography

TOOLS

Adobe XD Miro
Figma Wordpress
JIRA Webflow

CERTIFICATIONS

UX/UI Foundations
Avocado Academy

Common Design Patterns
Uxcel

AI in UI/UX Design
Uxcel

Design Accessibility
Uxcel

RELEVANT WORK EXPERIENCE

○ May 2024 - Present
[Sahana Inc.](#) | Remote

Founding UX Designer

- Spearheaded all UX design as the sole designer at a start-up from user research to prototyping to collaborating with development.
- Designed and developed an MVP prototype within one month, showcasing the ability to deliver high-quality designs under tight deadlines.
- Coordinated with various departments and worked closely with the CEO to create functional designs that aligned with business objectives and user needs.

○ March 2023 - Present
Freelance Contracts | Remote

UX/UI Designer

[Solutions Therapy and Wellness](#)

- Redesigned client website to enhance flow and readability, complying with WCAG standards for improved accessibility.
- Revamped typography and color palette to align with brand identity, resulting in a cohesive and visually appealing user experience.
- Implemented responsive design, optimizing the site for all devices and contributing to increased conversion rates and enhanced customer satisfaction.

NEXT

- Managed a design team in the redesign of a SAAS mobile application with a primary focus on improving the flow and organization of content.
- Developed a prototype and performed unmoderated usability testing pinpointing visual inconsistencies and user pain points.
- Redesigned layout and navigation to enhance content organization, resulting in decreased user task completion times.
- Maintained existing design system, implementing component and style guide updates to support future application expansions.

[Circlez](#)

- Led remote design team in the creation of a B2C mobile goal-tracking application aiming to connect individuals with shared goals.
- Demonstrated exceptional leadership in an agile environment, facilitating communication and collaboration between the client and designers.
- Crafted a comprehensive design system as a resource for development, redesigns, and app expansions.
- Delivered detailed developer handoff complete with annotations and measurements for a smooth transition into the development phase.

Najaa

- Collaborated with the design team to create a B2B2C mobile application offering support to recovering addicts.
- Conducted competitive analysis to identify strengths and weaknesses, market trends, and pinpoint areas of user dissatisfaction.
- Utilized research findings and user flows to craft wireframes, laying the foundation for the development of high-fidelity mock-ups.
- Worked closely with stakeholders to refine the overall design, reducing cognitive overload and improving the user experience while aligning with business goals.