






# 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. Experienced in SaaS, 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/UI Design   | User Research     |
| Wireframing    | Prototyping       |
| Design Systems | Usability Testing |
| Agile          | AI                |

## TOOLS

- |          |         |
|----------|---------|
| Figma    | Miro    |
| Adobe CS | Figjam  |
| JIRA     | Notion  |
| v0       | Clickup |

## CERTIFICATIONS




UX/UI Foundations  
Avocademy

Common Design Patterns  
Uxcel

AI in UI/UX Design  
Uxcel

Design Accesibility  
Uxcel

## RELEVANT WORK EXPERIENCE

-  May 2024 - Present  
Futureproof I Remote  
**Founding Product Designer**
  - Sole designer owning end-to-end product design for both the marketing site and web application of an AI-driven financial operations tool.
  - Structured product and UI to support AI integration, ensuring relevant data is accessible and the chatbot experience feels natural.
  - Work cross-functionally to align design decisions with product strategy, business goals, and user needs in a high-growth startup environment.
  - Collaborate closely with engineers to design and build MVP product features that simplify complex financial workflows using AI.
-  May 2024 - March 2025  
Sahana Inc. I Remote  
**Founding UX Designer**
  - Spearheaded all UX design as the sole designer at a start-up from user research to prototyping to collaborating with engineers.
  - 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.
  - Collaborated with the development team to ensure accurate implementation of designs by providing detailed specs, annotations, and ongoing support during implementation.
-  March 2023 - Nov 2024  
Freelance Contracts I Remote  
**UX/UI Designer**  
**Solutions Therapy and Wellness**
  - Redesigned client website to enhance flow and readability, complying with WCAG standards for improved accessibility.
  - Collaborated with content writer to redo layout and information architecture for improved readability.
  - 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
  - Developed a prototype and performed unmoderated usability testing pinpointing visual inconsistencies and user pain points to refer to during iteration.
  - 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.

## RELEVANT WORK EXPERIENCE (CONT.)

### 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 qualitative and quantitative data to craft personas, journey maps, and 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.