

MAUTEEN ADELEKE

Product Designer | Design Engineer

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PROFESSIONAL SUMMARY

I design and build digital products, working across product design, development, and AI to take ideas from rough concepts to something real. Over 4+ years across fintech, insurtech, consumer, and AI-driven platforms, I've designed products, worked closely with dev teams, made product decisions, and shipped products. I'm especially interested in where design, code, and AI meet: using AI to build MVPs faster and test ideas, and taking AI-generated products beyond the generic look so they feel intentional and genuinely useful.

PRODUCTS DESIGNED & BUILT

WorkClan — People-management SaaS for SMEs

2026

Designed and built solo: workclan.site

- **Designed and shipped a full-stack product** covering an employee directory, weekly reports, company announcements, real-time notifications, and admin/employee roles, from first sketch to deployed app.
- **Built authentication and multi-tenant data isolation** so each company's people data is fully walled off from every other's, using row-level security.
- **Made deliberate scope tradeoffs**, shipping five core features and designing for zero-onboarding setup, so a non-technical owner can stand up a whole company in minutes.

Scripture Insight — AI-native study product

2026

Designed and built solo: scriptureinsight.site

- **Designed and built an AI product** that turns any verse or topic into structured meaning, historical context, and life application on demand.
- **Owned the full stack**: the interface, the AI query-and-response pipeline, a content blog, and complete SEO/OG setup, designed and shipped end to end.

PROFESSIONAL EXPERIENCE

Product Designer & Product Manager — Kolanut Africa

Sep 2025 – May 2026

Full Time

- Led product design and management for Kolanut Africa, an insurtech platform that helps Nigerians purchase various forms of insurance with ease.
- Designed the core user journeys, covering everything from quote to purchase to a self-service dashboard for managing policies, renewals, and claims.
- Led the development team and handled technical implementation, translating designs into a functional product.
- Owned product strategy and roadmap, prioritising features and partner onboarding, and ran QA across releases to ensure quality and consistency.

Product Designer — First City Monument Bank (FCMB)

Mar 2024 – Feb 2026

Full Time

- Created accessible, user-focused fintech products that improve everyday financial experiences for millions of customers.
- **Led the UX/UI design of a Treasury Sales Portal**, streamlining workflows for relationship managers to upload products, complete purchases, and manage transactions.
- **Led the redesign and implementation of a scalable design system**, improving visual consistency and streamlining design workflows across multiple products.
- Redesigned the FCMB mobile app with product and engineering teams, improving usability for millions of users; collaborated on the FCMB Shares NGX portal enabling customers to buy and manage shares in-app.

Product Designer — Vuhosi

Feb 2024 – Mar 2025

Contract

- Led Vuhosi's platform design from research to launch, creating an AI-driven system that helps founders evaluate startup performance and identify growth opportunities.
- Designed an AI mentorship interface delivering guidance on risk, team dynamics, and market opportunities, plus an investor-focused AI tool giving data-backed feedback on potential companies.

Product Designer — Gruve Tickets

May 2023 – Aug 2024

Full Time

- Designed the web app and website interfaces, making event creation and ticketing more accessible and seamless for users.

CORE SKILLS

User Interface Design • User Research • Interaction Design • Prototyping • Usability Testing • Design Systems • Building with AI • Product Management • Roadmapping • QA & Testing • Cross-functional Team Leadership

TOOLS

Figma • FigJam • Framer • HTML / CSS / JavaScript • Claude Code • Cursor • Supabase • Vercel

EDUCATION & CERTIFICATIONS

Complete UI/UX Design Course — AptLearn

Nov 2022 – Dec 2022

UX/UI Design Patterns — Udemy

Aug 2022 – Sep 2022