Oyeyinka Oyerinde

Product Designer · Dubai, UAE

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Experience

Product Designer · Revolut

Aug 2024 – May 2026

HALO · Month-end close

- Led the design of HALO, an in-house replacement for FloQast, bringing a fragmented month-end close (task management, reconciliation, variance analysis) into one platform across portfolios, subsidiaries and 6,200+ GL accounts.
- Defined the information architecture and end-to-end workflows; designed reconciliation views comparing ERP and reconciliation balances, variance indicators and a dynamic variance-report flow, iterating through demos with finance stakeholders and feasibility reviews with engineering.
- Supported 3,000+ monthly task executions and enabled £150k in annual vendor-cost savings. Won Revolut's Best Finance Product award.

Treasury platform

- Led the redesign of a legacy treasury platform used by 170+ finance stakeholders across payments, settlements, transaction records and settlement profiles, out of step with Revolut's newer internal tools.
- Ran a UX audit and reworked the information architecture and navigation across interconnected workflows, bringing them in line with the evolving finance design patterns.

Payroll automation

- Led the end-to-end design of a payroll reconciliation workflow to cut manual matching of external payroll data against internal accounting records.
- Designed EBR file upload and tracking by pay group and pay cycle, automated matching to internal payroll elements, and an element-mapping flow for unmatched items.

AI-assisted Query Builder

- Designed an AI-assisted SQL experience that lets finance users retrieve data through natural-language prompts alongside the existing query builder, with a SQL editor to inspect and edit AI-generated queries, or write their own, before running them.

Shared finance design patterns

- Designed reusable patterns used across finance products, including global search, a finance homepage that consolidates pending tasks, and version history for tasks and projects; contributed to the shared finance design system.

Product Designer · Paymob

May 2023 – Aug 2024

POS redesign · Android

- Led the UX overhaul of Paymob's seven-year-old Android POS, a core revenue product on 200,000+ live devices: audited its functionality and restructured the information architecture across payments, reporting, shift management and merchant services.
- Ran field research with field agents and the product manager, then tested alternative information architectures and homepage patterns through user feedback, stakeholder reviews and A/B tests to improve navigation and the visibility of payment methods, lending and other services.
- Cut card-payment processing from ~10 seconds to 3 seconds by challenging performance assumptions with engineering (a backend optimisation) and redesigning the processing experience with a custom animation; payment-method discovery rose 20% after launch.

B2B onboarding · Web

- Generated 600+ organic merchant leads in the first month, before the planned campaign, with a responsive onboarding flow for Paymob's Shopify integration, for merchants who chose Paymob as their provider but had no account.
- Designed one reusable flow for account creation and onboarding across Egypt, UAE, Saudi Arabia and Oman, handling country-specific KYB and serving both the Shopify integration and standard registration.

Product Designer · Mamo

May 2022 – Apr 2023

Business registration & KYB · Web

- Led the redesign of Mamo's business registration and KYB, replacing an embedded Zoho form with a structured onboarding journey, informed by customer interviews, support tickets and interviews with Sales, Growth, Verification/Compliance and Customer Experience.
- Separated account creation from verification so businesses reach the dashboard while verification is in progress; designed business-specific verification paths, clearer document requirements, in-product prompts and marketing pages to encourage completion.
- Within two months, verified users increased by 75%, activation by 43% and monthly GMV by 146%, Mamo's highest GMV month at the time.

Recurring payments · Web

- Led Mamo's subscription product end to end, from discovery with the product manager (recurring-payment needs of small businesses, the MVP) to delivery.
- Designed the full lifecycle: creation, customer checkout and subscription management, edge cases, responsive layouts for desktop, tablet and mobile, and lifecycle emails for confirmations, payment reminders and transaction updates.
- Later adopted by 20% of Mamo Business users and accounted for 10% of total GMV.

Other products

- Business analytics, vendor disbursements, Tabby BNPL integration and event ticketing.

UI/UX Designer · CX Unicorn

Oct – Dec 2021

- Turned ambiguous enterprise requirements into structured user flows and production-ready interfaces for apps integrated into Microsoft Teams.

Growth Intern, then Growth Associate · Cowrywise

Aug 2019 – Oct 2021

- Dismantled and rebuilt Cowrywise's campus ambassador program from scratch after benchmarking programs like N26's: new structure (teams, initiatives, monthly events), strategy and a dedicated ambassador website.
- Designed the full ambassador experience: application review, week-long onboarding, a handbook, welcome packs and a letter to parents signed by the CEO. Onboarded 800+ ambassadors within a week of relaunch; the program still runs today.

Independent work

2026

- My design portfolio, designed and built with Claude Code.
- thoughts, a live doomscrolling journal app I built.
- Allot, a live card-issuing prototype I designed in Figma and built with Claude Code.
- An AI-assisted case study for a UAE investment platform: found friction in the onboarding-to-first-investment flow, generated the missing screens from the existing ones with Claude Design, Claude and Codex, then refined them in Figma via MCP and slotted them into the current flow.
- Personal projects (iOS and web): building with AI end to end: writing PRDs and competitive benchmarking with Claude and Codex, studying UI patterns via Mobbin MCP, and building with Claude Code.

Skills

Core competencies: B2B, B2C & B2E, SaaS, Product discovery, End-to-end product design, Data-informed design, AI-assisted design & prototyping, UX research & testing, Complex systems & workflows

Tools: Figma, Claude, Claude Code, Claude Design, Codex, UserTesting, Lyssna, Miro, Webflow, Genspark, Gemini, Mobbin

Education

BSc Economics · University of Ilorin · 2019

Certification

Complete Web and Mobile Design · Udemy · 2021