

# TIMOTHY AVIDIME

## SENIOR PRODUCT DESIGNER

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## PROFILE

Purpose-driven Product Designer focused on creating intuitive digital experiences that balance user needs with business goals. Experienced in product UI/UX, interaction design, design systems, prototyping, and cross-functional collaboration. Uses iterative design to clarify complex flows, build consistent patterns, and support products from concept through implementation.

## EXPERIENCE

### Senior Product Designer | Hook Music

*Present*

Shape the design system and product experience for Hook, a social music platform, with a focus on consistent patterns and intuitive interactions.

- Refine the audio-upload and editing journey by clarifying processing states, separating available actions from ingestion-dependent features, and defining recovery paths such as retrying or returning to editing.
- Design and document mini-player states across screens and use cases, prioritizing song titles while keeping artist, effects, and creator details secondary.
- Define Explore Hook interactions, including sheet expansion, transitions, haptic feedback, and movement of supporting interface elements.
- Iterate on reusable interface patterns and interaction specifications to improve consistency and support design review and implementation.

### Product Designer | Buildorz Technologies

*July 2025 – March 2026*

Worked at a technology startup specializing in Web3 project development, designing product experiences across crypto, AI, and collaboration tools.

- Designed mobile UX/UI and interaction flows for a Monero (XMR) wallet app, focusing on clear wallet interactions and approachable presentation of crypto information.
- Contributed to product design for Type AI, translating an AI-platform concept into structured user flows and interface designs.
- Worked on Vielspace product experiences, shaping layouts and interaction patterns around intended user journeys.
- Designed Lesso, a standup and async-updates app, with workflows for text, screenshot, voice, and video updates, plus summaries and blockers.
- Collaborated on design iterations and cross-functional handoff to communicate product behavior and support implementation.

### UI/UX Designer | Couve Creative

*United States | January 2024 – February 2025*

- Partnered with developers to translate design concepts into functional digital experiences.
- Created page layouts, navigation structures, and clickable prototypes; presented concepts and incorporated feedback to improve usability.

### UI/UX Designer | Learnero

*India | June 2022 – August 2023*

- Designed wireframes and prototypes using Figma and Framer, applying UX research and design best practices.
- Created animations and transitions and collaborated with developers to support implementation.
- Used available analytics and feedback to inform design improvements.

## CORE SKILLS

Product Design • UI/UX Design • Design Systems • Interaction Design • User Research • User Flows • Wireframing • Prototyping • Visual Design • Responsive Design • Accessibility • Developer Handoff • Stakeholder Collaboration

## TOOLS

Figma • Framer • Adobe Creative Suite • Canva

## EDUCATION & CERTIFICATION

**B.Tech, Surveying and Geoinformatics** — Federal University of Technology, Minna, Nigeria | February 2012 – September 2017  
**Google Certification in Product Design**