

Faith Kenny

Product designer, & Frontend developer

Portfolio - <https://www.iamfaithkenny.com>

Email - work@iamfaithkenny.com

Education - BSc. Computer Engineering, OAU
Nanodegree UX Design, Udacity

Skills - B2B SaaS design, Figma, Prototyping,
Adobe creative suite, Motion design,
HTML, CSS, Javascript, Framer,
Ownership, User research, & Interaction

Work Experience

Freelance & micro-consulting - Jan - Nov 2025

Open Data Editor, OKFN.org, Europe - Lead Product designer. May - Dec 2024

- Led Product design with a [cross-functional team](#) of PMs & Engineers to build the Open Data Editor—a Data Management desktop app for non-technical research & data professionals
- Designed new layouts & logic for critical flows. Efforts led to the successful [stable release](#)
- Created and scaled a new token-based Design system, on top of the Google's Material design (MUI)
- Paired with Engineers, wrote Documentation & [detailed implementation guides](#) on GitHub.

Transcend.io - B2B Data, Privacy & legal, SF, USA- Product & Motion designer. Jul 2021 - Jan 2023

- Designed 5 B2B SaaS Data Governance Enterprise solutions —This includes Management, Monitoring, Visualization, Reporting tools. As well as Compliance & legal softwares
- Created Animation, Lottiefiles motion assets for the Product & Marketing teams
- Contributed to, and evolved the design system to maturity. Collaborated with Engineers through Storybook
- Introduced Figma's variants and Interactive components approach to our design workflow

QaceHomes - B2B SaaS Real estate Software company - Contract UX consultant. Dec 2023 - Mar 2024

- Led the company-wide Product design efforts. Primarily building the Marketing pages, and core property management software for web and mobile
- Used the business objectives to frame & prioritize the features to design
- Conducted sprints, & built out journeys for all personas; Worked closely with the Dev team
- Led a team of 3-assigning tasks, reviewing designs, & working with the Product manager.

Partcloud.co - No-code agency & startup, USA - Lead UX/UI designer. Jul - Nov 2021

- In house, I developed the company's new website, demoed prototypes, & wrote design specs
- Designed landing pages for agency clients; facilitated discovery calls, contributed to PRDs, collaborated with webflow & bubble devs
- Built the internal Design system from scratch, and mini-systems for clients

Udacity, USA - User experience designer. Jan - Jun 2020

- Built an end-to-end UX research project. The outcome was a compiled research report
- Created a research plan, wrote interview questions, recruited participants for research studies
- Ran an interview study, organized & analyzed the data from interviews
- Sketched concepts that addressed user needs, user flows and Designed high fidelity mobile app