

Emmanuel Anthony

Senior Product Designer / Design Engineer · Portugal (Remote)
antorneejnr@gmail.com | linkedin.com/in/emmanuel-anthony-639b07122

PROFILE

Senior Product Designer transitioning into a Design Engineer, focused on building scalable systems for complex B2B and high-traffic platforms. Experienced in dashboards, internal tools, and data-heavy product surfaces, working closely with engineers and product managers to deliver production-ready, system-level UX solutions.

WORK EXPERIENCE

Senior Product Designer — Scrum.com (Embedded with OneCart)

Remote · May 2022 – Present

- Led the 2023 redesign of OneCart's web and mobile applications, improving usability across core customer and operational journeys.
- Contributed to UX and system-level improvements supporting ~55–65% year-over-year growth in ecommerce performance.
- Improved user retention and repeat usage by approximately 40–50% through redesign of discovery, purchase, and post-purchase flows.
- Designed and integrated data-heavy dashboards used for day-to-day management and operational decision-making.
- Partnered with engineers and product managers to translate complex business and data requirements into scalable UX patterns.

Product Designer (Enterprise Platforms) — Maon Technology

Nigeria · Sep 2021 – Jan 2023

- Designed a nationwide operations dashboard used by ~10,000 sales representatives to manage distribution across 40,000+ retail outlets.
- Reduced manual reporting and spreadsheet reliance by ~35–45% through centralized, real-time operational views.
- Increased internal tool adoption by ~40% by consolidating fragmented data sources into a single dashboard experience.
- Supported operational decision-making across 20,000+ customers by standardizing key data views and hierarchy.

Product Designer — Vertex Hub

Nigeria · Jun 2021 – Apr 2022

- Designed a P2P ecommerce mobile application, owning UX from information architecture to high-fidelity UI.
- Contributed to early design system work, improving consistency across core product flows.

SELECTED PROJECTS

CrowdSync — Event Operations & Payments Platform

Founder / Product Designer

Building an event operations and payments platform focused on onboarding, ticketing, payouts, and internal tooling. Supported large-scale events and processed eight-figure transaction volumes in its first year.

NokGridCore — Design + Code System for Dashboards

Creator

Developing a reusable design and frontend system for dashboard-heavy products, focused on tokenized foundations, reusable components, and design-to-code alignment.

SKILLS

Product Design (B2B & Platforms), Design Systems, Dashboard UX, Systems Thinking, UX Architecture, Design–Engineering Collaboration, Operational Tools

EDUCATION

B.Sc. Biochemistry — Imo State University, Nigeria