

David Obajemu

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Summary

Design Engineer with over 2 years of experience delivering AI-powered interfaces across space exploration, civic tech, and consumer apps. Served as a design liaison on NASA's OSIRIS-REx mission and shipped a live App Store product. Fluent across the full design-to-code workflow, from Figma systems to React Native and Python.

Professional Experience

DigitalGreenBook, *Independent Product Designer, Remote, NY*

June 2025 - Present

- Designed a mobile application in Figma, mapping end-to-end user journeys, information architecture, and wireframes to curate local businesses, validating the initial concept through comprehensive user experience surveys.
- Engineered 'Leaflets,' an AI-powered review model that prioritizes underlying product logic over standard UI by introducing a secondary color-coded review metric, directly improving recommendation relevance and business matching.
- Applied insights from 20+ professional usability tests to shift the product roadmap toward demographic filters, successfully reducing user search time by 30% and achieving a 95% prototype task-completion rate.
- Established and maintained a flexible mobile design system in Figma, creating reusable component libraries, standardizing typography, and defining design tokens to ensure visual consistency across the entire application.

SmartLabX, *UI/UX Design Intern, Remote, MD*

December 2024 - June 2025

- Developed core brand identity, including typography and color palette, and launched a responsive landing page.
- Incorporated Claude Code to synthesize usability test findings from 18 focus-group participants, reducing research synthesis time by 40% and accelerating the redesign decision process by 2 weeks.
- Translated Figma wireframes into reusable frontend components utilizing HTML, CSS, JavaScript, and Gemini Code, contributing to a scalable UI design system.

NASA Goddard Space Flight Center, *Engagement and Product Design Intern, Greenbelt, MD*

June 2023 - June 2024

- Acted as the primary design liaison between NASA GEODES scientists and Meta engineers, translating complex scientific requirements into actionable UI/UX critiques for AR software deployed for the OSIRIS-REx mission.

Education

University of Maryland, College Park: *B.A., Immersive Media Design*

May 2025

- ColorStack Club; XR & Game Design Club.

Awards

- [Games for Change Innovation Award](#): Recognized for *Woven Worlds*, an XR & generative AI project.
- [UMD publication](#): Profiled for driving social impact through immersive design & storytelling.

Projects

OP-1 Field Web Synthesizer (Interaction Design & Web Audio)

- Engineered a fully interactive, browser-based synthesizer with a 60fps real-time canvas display, translating complex hardware interactions into an intuitive digital UI.
- Integrated a GPT-powered assistant directly into the interface to provide context-aware sound design tutorials.

The Simple Water Tracker App (Available on App Store)

- Integrated health-tracking features and visual dashboards into a responsive iOS application, executing Figma designs and After Effects micro-interactions through AI-accelerated development workflows.

Smart 311 Triage (AI-Powered Prototyping)

- Built a full-stack AI triage app with vanilla PHP and SQLite, converting unstructured natural language into typed JSON with 98% accuracy.
- Designed a high-fidelity, minimalist dashboard incorporating Framer Motion to create intentional micro-interactions and layout transitions, effectively masking up to 3 seconds of LLM generation latency and eliminating user bounce.

Skills

Design & Systems: Figma, Design Systems, Interaction Design, Information Architecture, Motion Design, Typography, WCAG Accessibility, After Effects, Illustrator. **UX Research:** Usability Testing, User Interviews, Survey Design, Focus Groups, Research Synthesis, Data Visualization, Tableau. **Engineering:** React Native, HTML/CSS/JS, Python, PHP, Web Audio API, SQLite, Framer Motion. **AI & Prototyping:** Prompt Engineering, Claude Code, Figma Make, LLM Integration.