

# CHINYERE E. MUNONYE

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Multidisciplinary Product and UX Designer with strengths in mixed-methods research, cross-functional collaboration, and strategic storytelling, creating accessible, user-centered experiences.

## EDUCATION

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**University of Washington, Seattle WA**

Expected May 2027

M.S. in Human Centered Design and Engineering

**The George Washington University, Washington D.C.**

May 2023

B.A. in Psychological and Brain Sciences, Minor in Fine Arts

[Lawrence Klose Family Endowed Scholarship Recipient](#), [Dean's List](#)

## RELEVANT EXPERIENCE

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**UX Designer and Product Manager, Grace Albert Strings**

June 2025 – Aug 2025

- Led cross-functional project meetings and managed a 2-month product roadmap, delivering 100% of client milestones on schedule aligning design priorities with business goals
- Partnered with program managers to plan projects for effective delivery while maintaining high standards for design
- Designed a WCAG compliant scalable design system in Figma, improving visual consistency and reducing design effort by 15%
- Developed thoughtful and usable low- and high-fidelity interactive Figma wireframes, improving website visual design and interactivity by 30% and resolving key navigation and information architecture page points

**PR Marketing/ UX Coordinator, 'Cracked Shells' Documentary**

Sept 2024 – Aug 2025

- Established a brand kit and 5+ storytelling-driven promotional assets, increasing social media engagement by 35%
- Developed 5 mockups and 2 high-fidelity website prototypes, improving user flow and content discoverability and increasing educational engagement by 40%
- Led PR strategy and partnered with 10+ community organizations coordinating a premiere screening for 150+ attendees, driving a 40% increase in local business sales

**UX and Graphic Designer, Learnovation Academy Hackathon**

May 2024 – Jul 2024

- Conceptualized brand identity, style guide, and logo informed by user centered research insights, increasing brand alignment with educational values by 30% and increasing brand recognition by 25%
- Analyzed user behavior data and usability findings to identify friction points in the onboarding flow, informing design iterations that increased engagement by 25%
- Collaborated with product managers and engineers to translate business requirements and user insights into interaction flows, wireframes, and design specifications for implementation

**UX Designer, Google UX Certificate**

Jan 2024 - Apr 2024

- Designed detailed storyboards, user flows, wireframes, and interactive prototypes to communicate product concepts and interaction patterns
- Conducted UX audits and design sprints, identifying usability issues and synthesizing research driven redesign recommendations
- Defined user models and interaction patterns for 2 mobile apps and responsive sites, improving accessibility by 20% through iterative usability testing

## WORK EXPERIENCE

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**Operations Manager, American College of OBGYN**

Nov 2023 - Aug 2025

- Managed end-to-end operations for a national conference with 1,000+ attendees, coordinating event logistics, maintaining 100+ stakeholder communications to ensure operational alignment and program success
- Implemented Airtable as a centralized project management system, developing training materials and leading 5 workshops that increased adoption by 15%
- Documented program budgets and strategic rationales, clearly communicating value and impact to support decision-making for ACOG leadership and members
- Launched a data-driven social media strategy, increasing followers by 600+ in two weeks and boosting member engagement

**Student Life Coordinator, George Washington University**

Mar 2023 - Aug 2023

- Conducted market competitive analysis, persona development, and user surveys to inform program strategy, increasing student participation by 30%
- Directed program operations by managing logistics, budgeting, and expense reporting using Google Workspace, achieving a 60% increase in participant satisfaction

## SKILLS AND TOOLS

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- **Skills:** User Centered Design, Usability Testing, Wireframing, Visual/UI Design, Prototyping, Accessibility (WCAG), Product Thinking, Competitive Analysis, Quantitative & Qualitative Data Analysis, A/B Testing, Product Management, Cross-functional Collaboration, Strategic Thinking, Storytelling
- **Tools:** Figma, Sketch, Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere), Airtable, Canva, HTML, CSS, R, JavaScript, Sketch, Arduino, Microsoft Office
- **Certifications:** Google UX Design, Harvard CS50 Introduction to Computer Science