Joshua Hermans-E

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SUMMARY

Product Designer & AI-Augmented Builder who designs and ships production-ready web and mobile products. Strong in UX strategy, design systems, and modern React/Next.js execution. Known for fast iteration, low-friction MVPs, and scalable UI architecture.

SKILLS

Product & Design: UX/UI Design, Product Strategy, Design Systems, Prototyping, Usability Testing, Accessibility (WCAG)
Development: Next.js, React, React Native, TypeScript, Tailwind CSS, Supabase, Prisma, PostgreSQL
Tools: Figma, Affinity, Illustrator, Photoshop, Canva, Cursor, OpenAI Codex, Claude Code, v0, Vercel

SELECTED PROJECTS

ProcessJr - Workflow Management SaaS | ProcessJr.com
Designed and built a role-based workflow platform with nested processes, logs, and timers using Next.js, TypeScript, Tailwind, and Supabase.

Decks Up! - Social Party Game (Web) site | Decksupcard.com
Designed and built a mobile-first, browser-based party game with real-time turns, user-generated content, and zero-account onboarding.

Numbeast - Gamified Math App (Kids) Numbeast.com
Designed (including character design) and developed a COPPA-compliant math learning app with adaptive quizzes, XP rewards, and evolving characters using React Native.

ReadThePantheons - Interactive Book & Media Platform | readthepantheons.com
Designed and built a content-driven web platform featuring immersive storytelling, audio playback, and performance-optimised UI.

Jettz Consulting - Business Website | jettzconsulting.ca
 Designed and developed a modern, conversion-focused consulting website with clear information architecture and responsive layouts.

KraftKonect - Service Marketplace Platform | kraftkonect.com
Designed and built the cross-platform frontend (React Native / Expo) for mobile and web, including an internal admin dashboard for managing users, providers, approvals, and platform operations. Delivered modular UI components, role-based flows, and scalable layouts using modern React patterns and AI-assisted tooling.

And more projects…

EXPERIENCE

Product Designer - Moniporte, Toronto | moniporte.ca
Jul 2023 - Present

- Led UX research, product discovery, and design system creation across web and mobile.
- Designed in-app workflows and website, improved task completion and usability.
- Delivered high-fidelity Figma prototypes and collaborated closely with engineers.
- Designed marketing materials and social media posts.

Product Designer & Co-Founder - Loft Software & Technologies, Lagos
Nov 2021 - Jun 2023

- Led UX design for B2B and B2C SaaS products from research through production.
- Played a key role in pre-seed fundraising, contributing to pitch decks, product narratives, and investor demos.
- Drove early customer acquisition through product-led onboarding, usability improvements, and direct user feedback loops.
- Improved task success and overall usability through testing and iterative redesigns.

EDUCATION

Mobile Application Design & Development - Lambton College, Toronto
B.Eng, Mechanical Engineering - Landmark University, Nigeria