

Nana Kofi Okae

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EDUCATION

Virginia Commonwealth University

Bachelor of Science in Computer Science

Richmond, VA

Aug 2020 - Dec 2024

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, HTML5, CSS3, Java, Python, GraphQL, SQL.

Frameworks & Developer Tools: React.js, Next.js, Flask, WordPress, NPM, Node.js, Jest, AWS.

Design & Product Tools: Figma, Prototypes, Wireframes, User-Centered Design, UX/UI, Visual Design, Adobe XD.

Product Management Concepts: Agile Methodologies, Roadmapping, Data Analysis, A/B Testing, User Research, Competitive Analysis, Stakeholder Management & Cross-Functional Collaboration, Product Analysis, Jira, Miro, Asana.

WORK EXPERIENCE

Freelance Web/Design Engineer

Self Employed

Aug 2024 - Present

Remote

- Designing and developing engaging web products that reduce user friction and improve SEO, accessibility, and usability for clients.

Product Designer Intern

Duolingo

May 2024 - Aug 2024

Pittsburgh, PA

- Redesigned the Super Subscription onboarding experience by designing/defining success metrics (user activation/retention) and aligning with strategic product roadmaps. Earned CEO approval for implementation.
- Collaborated cross-functionally with engineering, product managers, and UX teams to ensure alignment with business goals, user needs, and product vision.

Product Designer Intern

Duolingo

Jun 2023 - Aug 2023

Pittsburgh, PA

- Led the design of an innovative hands-free experience for the Duolingo app, working with product stakeholders to prioritize features and address key pain points.
- Demonstrated adaptability by actively participating in product/design critiques, managing stakeholder expectations, and iterating rapidly to align with changing requirements.
- Performed in-depth UX research (interviews, surveys) to inform product decisions and strengthen alignment with both user and market needs.

Software Engineer Intern

Salesforce

Jun 2022 - Aug 2022

San Francisco, CA

- Developed an interactive phishing simulation feature, improving user awareness and boosting engagement metrics.
- Implemented gamification systems using agile methodologies, while closely collaborating with product management to define feature requirements, prioritize the backlog, and deliver milestones on time.

PROJECTS

Usourceful | *React.js, Next.js, SQL, Typescript, AWS(S3), Redis, Tailwind, Node.js*

Jan 2025

- Developing a library of resources for computer science students with a focus on product scalability and user-centered design principles.
- Designing an intuitive UX for all screen sizes, incorporating ongoing user feedback and iterative usability testing.

VCU Hacks Website | *Next.js, React.js, Typescript Supabase, Node.js, Tailwind*

Nov 2024 - Jan 2025

- Spearheaded the design and development of a user-friendly interface for student registrations and submissions, aligning with product roadmaps and event objectives.
- Optimized the admin dashboard for real-time data tracking, improving decision-making for event organizers.

LEADERSHIP EXPERIENCE

Computer Science Peer Leader @ VCU

Virginia Commonwealth University

Aug 2022 - Feb 2025

Richmond, VA

- Mentoring computer science students, offering guidance on course selection, internship applications, and technical interview preparation.