SAMUEL OKPERE

Product Designer and Design Systems Engineer

Product designer who designs for the person on the other side of the screen, making complex workflows feel obvious through research, clear flows, and details like hover, loading, and error states. I build design systems in Figma and React so what is designed is what ships. Creator of Sakani UI (200+ Figma users, 50+ GitHub stars).

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SKILLS

Design: UX Design, Design Systems, Design Tokens, Component Libraries, User Research, Information Architecture, Wireframing, Design-to-Code Handoff, Prototyping, Accessibility (WCAG AA)
Tools & Code: Figma (Variables, Auto-Layout, Dev Mode), Storybook, Supernova, Figma Tokens, React and TypeScript (AI-assisted), HTML & CSS, Framer, Claude Code, Cursor, Lovable

EXPERIENCE

Senior Product Designer | Revive (Part-time)
Sep 2026 – Present

- Revamped Revive's design system within my first month.
- Extending the system while upgrading the user experience for homeowners and agents.

Creator | Sakani UI (Open Source)
May 2026 – Present

- Open-source (MIT) SaaS design system with 200+ Figma users and 50+ GitHub stars: 180+ Figma components and 41 blocks, matched in a React library on npm (@sakaniui/react) with Storybook (sakaniui.com).
- Three-layer tokens (primitive, semantic, component) re-theme the library from one place, with light/dark modes and glass UI.
- Accessible by default: WCAG AA audited, focus-ring system, reduced-motion support, and full ARIA semantics.
- AI-ready: a multi-level sidebar built in about 12 minutes using only Sakani components.

Lead Design Systems Engineer | LegalZoom
Mar 2026 – Jun 2026

- Led the end-to-end design system for one of the largest U.S. legal services platforms: full token system, dual-typeface text styles, and a 6,000+ variant component library in Figma.
- Designed components to scale across designers, marketers, and developers.

Lead UI/UX Designer | Gozango
Feb 2025 – Feb 2026

- Built the design system and documentation for an all-in-one marketing and lead-generation platform.
- Designed responsive web interfaces with annotated, engineering-ready handoffs.

UI/UX Designer | Alteox
Jul 2025 – Sep 2025

- Audited and rebuilt an AI-built SaaS product for media clients in Figma, with handoff-ready specs.

UI/UX Designer | Afterschool HQ
May 2024 – Dec 2024

- Led design for the V2 launch of a platform for schools and youth organizations.
- User-focused updates contributed to a 42% revenue increase in summer 2024.

ADDITIONAL EXPERIENCE

Principal UX Designer | Labshare
2023 – 2024

- Led product design for a biotech lab platform: user research, information architecture, and high-fidelity prototypes.

Principal UI/UX Designer | Djoser
2022 – 2023

UI/UX Designer | GradeArc
Apr 2022 – Sep 2022

Freelance UI/UX Designer | Circlone, Aimosa, Moic & 30+ others
2022 – Present

- Partnered with founders and CEOs on 30+ engagements; designs helped clients including Aimosa, Circlone, Analytika, and Metaverse Rights secure seed funding.

EDUCATION & SPEAKING

Bachelor's Degree in Production Engineering, University of Benin
2015 – 2020

Speaker | DevFest Onitsha: Design System Engineering with AI
2026