

Kelvin Acheampong

Product Engineer | Available now

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Summary

Product engineer working at the intersection of design and engineering. I work out what a feature should do, design the interface it lives in, write the code that ships it, and run all of it through an agentic workflow daily.

Skills

Engineering: TypeScript, JavaScript, Go, Ruby, Rust, C, HTML, CSS, React, Next.js, Ruby on Rails, Tailwind CSS, Framer Motion, Wails, WXT, Vite, PostgreSQL, Redis, Prisma, Playwright, Vitest

Design: Figma, Adobe Creative Suite, Miro, design systems, prototyping, wireframing, responsive design, mobile app design, accessibility, usability testing

Product and delivery: Agentic AI workflows, Claude Code, product ownership, technical documentation and handover, Agile, Jira, Confluence

Experience

Product Engineer | Terydin

Remote | March 2026 - September 2026

- Rebuilt the talent platform from four disconnected surfaces into a single product, introducing a learning hub, career paths, ranked search, recruiter invitations and an end-to-end application flow.
- Shipped AI job matching that scores candidate fit against live roles, designed so the score guides recommendations without filtering anyone out of applying.
- Redesigned employee onboarding, replacing a rigid two-phase sequence with a configurable workflow where task order, dependencies and due dates are set per placement.
- Took features from product specification through interface design to production code in React, TypeScript and Tailwind.

Senior Product Designer | Brobd Solutions

Remote | April 2025 - Present

- Sole designer across the five products in Brobd's Giant Ecosystem: a school management system, a stakeholder platform, an internal operations dashboard, and the Parents and Teachers mobile apps.
- Own systems design and architecture, holding a single design language across web and mobile.
- Designed the canteen billing system, replacing a manual payment log with a metered model that became the direction for the product and introduced two new operational roles.
- Delivered fee policy across school, grade and student levels, collection by class or search, and cash handover with counting and reconciliation.

UX/UI Design Lead | Foundation for Intentional Community

Remote, United States | March 2024 - November 2025

- Co-led the homepage redesign for an audience of 440,000+ users, projected to lift retention by up to 70%.
- Restructured the information architecture from a full content audit, grouping related content, removing duplicates and consolidating the Communiversity into one destination.
- Handed the work to usability testing with real users, with findings fed back into the UI before developers picked it up. Mentored the team on UX practice and ran design critiques.

UI Designer | Aimset

Remote, United States | April 2024 - September 2024

- Delivered 100% of the design project on schedule with a cross-functional team, improving turnaround by 15%, and produced high-fidelity visuals for desktop, tablet and mobile.
- Won first place in a hackathon with a cross-functional team.

UX/UI Designer, Volunteer | Trainly

Remote, Spain | June 2024 - October 2024

- Built a UI component library that reduced design inconsistencies by 50% and cut revision time by 30%, and ran peer reviews that reduced design errors by 40%.

UX/UI Designer, Freelance | Independent

Remote | June 2022 - Present

- Delivered 15+ client projects at a 95% satisfaction rate, with a 20% rise in client retention.

Education and Awards

Google UX Design Professional Certificate, User Experience Design Coursera | August 2022

Harvard CS50x Certificate, Computer Science HarvardX | July 2022

Aim For Impact Season 2 Hackathon Winner | Tech Fleet Servant Leadership Certificate | CS50x Alumni