

Maurice Edohoeket

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PROFESSIONAL SUMMARY

Senior Design Engineer focused on closing the gap between backend logic and UI execution. I work directly across the full feature lifecycle, building everything from Postgres schemas to Framer Motion interactions. This completely eliminates the need for product teams to wait on slow design handoffs. I prioritize fast shipping cycles, component reuse, and using product telemetry to validate features instead of guessing.

TECHNICAL EXPERTISE

- **Design Engineering:** UI/UX Architecture, Interaction Design, Figma, Design Systems, Rapid Prototyping (0-to-1), Data-Driven Development (Event Analytics), E2E Testing (Playwright/Cypress).
- **Frontend Ecosystem:** TypeScript, React.js, Next.js 14, Tailwind CSS, Zustand, React Query, Framer Motion.
- **Backend & Systems:** Node.js, REST/GraphQL APIs, PostgreSQL, Supabase, Real-time Networking (WebSockets).
- **Domain Focus:** Scalable Web Platforms, Web3/DeFi Applications, Real-time Event Systems, Data-Heavy Dashboards.

PROFESSIONAL EXPERIENCE

Consulting Design Engineer | *Independent Practice* | 2025 – Present

- Architected and shipped demanding React/Next.js products from the ground up, writing the entire stack from the PostgreSQL data layer down to fluid, micro-interaction UI states.
- Integrated event analytics and Playwright E2E suites into CI/CD pipelines to replace design assumptions with hard usage data, actively protecting against regressions.
- Authored and deployed *shp.it*, a secure Node.js CLI tool for zero-config localhost tunneling, managing resilient WebSocket connections for real-time event data with end-to-end encryption.

Technical Product Lead & Senior Builder | *Loopy Studios* | 2024 – Present

- Directed the technical and UX architecture for over 20 digital products, acting as the primary engineering driver for shipping production-ready applications under tight client deadlines.
- Aligned cross-functional sprint goals and cut time-to-market for major deliverables by 30% through strict component reuse and systematic core UI design.
- Steered product feature lifecycles based heavily on direct user feedback and data funnels, validating features through telemetry rather than assumption.

Product Design Lead & Product Manager | *Gamic.app* | 2021 – 2024

- Directed the product vision and UI/UX design for a Web3 social communication platform (a 'Discord for Web3'), navigating the product from initial concept to a successful launch that secured a \$3M funding round.

- Designed the user experience for integrating non-custodial MPC wallets and multi-chain data (Ethereum, Polygon, Base), ensuring blockchain complexities were hidden behind fluid, consumer-friendly chat interfaces.
- Managed cross-functional design and engineering sprints, aligning the technical roadmap with user feedback to ensure high-density data and real-time message streams felt frictionless.

Design Engineer (UI/UX Focus) | *SharpEye* | 2021

- Built high-fidelity React components to solve severe UI latency in data-heavy enterprise dashboards, shipping highly stable code currently utilized by institutional clients.
- Operated seamlessly across the stack to construct direct Figma-to-code pipelines, profiling component architectures to massively unblock the engineering team's product speed.

Product Designer & Frontend Contributor (Web3 / DeFi) | *Aave* | 2020 – 2021

- Designed the user experience and wrote frontend code for responsive interfaces at one of the world's highest-volume decentralized finance protocols.
- Partnered with core protocol engineers to map out how complex Web3 data, wallet connections, and smart contracts translated into intuitive, consumer-ready products.