

PADMORE ANING

Accra, Ghana | hello@padmoreaning.com | behance.net/padmoreaning

PROFILE

Multidisciplinary product designer and builder working across product strategy, UX/UI, systems design, visual craft, and frontend implementation. I take ambiguous product problems from early concepts through high-fidelity design and shipped experiences, with a particular strength in complex workflows and zero-to-one products. Currently building Delivami, a SaaS platform for creative professionals, while leading digital product and creative systems work through We Are Steady.

CORE STRENGTHS

Product strategy & UX | Complex workflow design | Interaction design | Design systems | Information architecture | Prototyping | Visual design | Zero-to-one product work | Design engineering | React / TypeScript | Figma | AI-assisted workflows | Cross-functional collaboration | Technical communication

EXPERIENCE

Founder & Product Designer / Builder | Delivami

2025 - Present

- Own the product experience end to end, from problem framing and product strategy through UX architecture, interaction design, visual systems, frontend behavior, and implementation.
- Designed a multi-tenant SaaS product covering project delivery, versioning, client review, approvals, invoicing, payments, team access, and passwordless client experiences.
- Designed a custom video-review workflow with timestamp-linked comments, approvals, and revision states, translating a complex review process into a clear interaction model.
- Work across product, design, and engineering decisions, continuously defining and shipping the next useful experience in an evolving zero-to-one product.
- Build interfaces with React, TypeScript, modern web tooling, and Cloudflare/Supabase infrastructure, enabling close iteration between design and implementation.

Founder & Director | We Are Steady

Jan 2026 - Present

- Lead a digital product and creative systems practice focused on turning ambiguous organizational needs into practical products, websites, automation systems, and communication infrastructure.
- Own UX/UI direction, product strategy, technical architecture, implementation, and delivery across projects.
- Translate broad requirements into concrete product structures, prototypes, design systems, and shipped digital experiences.

Communication & Marketing Officer (Intern) | WACREN

Jan 2026 - Present

- Design digital communication experiences and assets across platforms, balancing clarity, brand consistency, and audience needs.
- Manage WordPress-based content systems and website updates while coordinating communication workflows with internal and external stakeholders.
- Support product and digital design work using Figma within a regional research and technology network.

Creative & Communications Designer | Innovopedia

2023 - 2024

- Designed campaign systems and visual identities for education, technology, and media clients.
- Translated strategy into structured visual direction across digital platforms and communication touchpoints.
- Worked across creative direction, motion, digital design, and campaign execution while maintaining a consistent quality bar.

Creative Director | DesignioLabs Studio

2019 - 2021

- Led creative direction across digital design and visual communication projects from concept through execution.
- Developed visual concepts and production direction while coordinating work toward a consistent creative standard.

SELECTED PRODUCT WORK

Delivami - Client Delivery & Payment Platform

End-to-end SaaS product for creative professionals combining delivery, video review, feedback, approvals, invoicing, payments, client portals, team access, and branded experiences.

Design Engineering Workflow

Design and implement interfaces directly in React/TypeScript, enabling high-fidelity iteration between Figma concepts and production UI.

Video Review System

Designed the interaction model for timestamp-based comments, approvals, and revision workflows on HLS video.

TOOLS & TECHNICAL SKILLS

Design:	Figma Framer UX/UI Prototyping Design systems Interaction design Visual design Information architecture	
	React TypeScript Remix Vite Tailwind CSS Framer Motion HTML/CSS	Web:
	WordPress Elementor Mailchimp HTML/CSS Framer paper.design	Web /
	Supabase PostgreSQL REST/API integrations Cloudflare Pages Workers R2 Backblaze	Back
	Stream	
	Photoshop Illustrator After Effects Premiere Pro DaVinci Resolve	Creat
	AI-assisted development Rapid prototyping Technical communication Cross-functional collaboration	Work

EDUCATION

University of Ghana	Geography & Archaeology (Expected September 2026)
---------------------	---

ADDITIONAL

Strongest in ambiguous environments where product strategy, design, and engineering overlap. Comfortable communicating with technical stakeholders and moving from user/problem framing to prototypes and working software.