

Clara Kamande

I design web and mobile products people can actually use, then build them in React and TypeScript.

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Design engineer with 3+ years across product design and front-end development. I take products from research and user flows to high-fidelity prototypes, then build them in React and TypeScript, so designs account for real UI states, reusable components, and build cost. Focus areas: AI-powered experiences, complex workflows, and design systems.

40%

higher profile completion after the onboarding redesign

42→81%

resume-job requirement match with the AI fit check

<60s

to complete a profile in the new onboarding

30k+

followers from branded social content

Experience

UI/UX Designer Dproz · Remote

Sep 2024 – Sep 2026

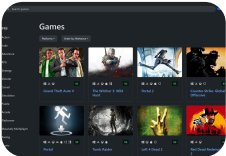
- Redesigned onboarding into a step-by-step mobile wizard with streamlined resume upload: profile completion up 40%, completion time under 60 seconds.
- Designed an AI fit check that uncovers experience missing from a candidate's resume, lifting resume-job requirement match from 42% to 81%.
- Designed email-based job applications that reuse the candidate's saved profile, with no forms to re-fill or documents to re-upload.
- Designed an AI job explainer (plain language, Swahili translation for Tanzanian job seekers) and an AI resume reviewer that rewrites weak bullets section by section.
- Designed the Hiring Applications Tracker, a recruiter pipeline across hiring stages with AI-powered screening.
- Led UI/UX for ShopXray (MkatabaHQ), turning shops' paper notebooks into digital flows for visits, expenses, and work done.
- Prototyped CareerfyHQ: branded job pages that give companies a credible place to post and candidates a verified place to apply.
- Grew Dproz's social audience to 30k+ followers with branded content; maintained responsive web pages with PMs and developers.

Freelance UI/UX Designer Remote

Jan 2023 – Aug 2024

- Turned client requirements into user flows, wireframes, and prototypes for mobile and web apps, validated with personas, surveys, and usability tests.
- Worked with developers and product teams to keep builds consistent with the design.

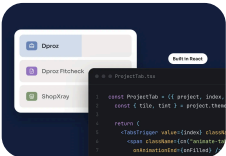
Built



Game Hub Personal project

Game discovery app on the RAWG API: search, genre and platform filters, sorting, infinite scroll, trailers and screenshots.

React · TypeScript · TanStack Query · Zustand · React Router



Portfolio site Designed & built

Designed, then built in React. Its project tabs component shows the design on one side and the code on the other.

React · TypeScript · Tailwind CSS · shadcn/ui

Skills

- Design**
Research & discovery, user flows & edge cases, UI states, information architecture, interaction design, prototyping, design systems, usability testing, design rationale & handoff
- Engineering**
HTML, CSS, JavaScript, TypeScript, React, React Router, TanStack Query, Zustand, Tailwind CSS, Git & GitHub
- Tools**
Figma, pen.dev, Affinity, VS Code, Claude

Education BSc Computer Technology, Murang'a University of Technology, 2022	Certifications Web Development Bootcamp (Udemy) · React 18 Course (codewithmosh.com)	Languages Swahili & English, both native / bilingual
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