

Kelvin Ohemeng

Design Engineer

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Professional Summary

Design Engineer who works across the full stack of a product interface: UX architecture, Figma design systems built on variables and conditional logic, and production code in React, TypeScript, GSAP, and Three.js. Shipped and maintains a Shopify-integrated Framer plugin with an organically-grown user base, designed and built commercial web templates for marketplace distribution, and owns client engagements end-to-end — because the same hands do the design and the build, nothing gets lost in handoff.

Skills & Tools

Design Systems: Figma component libraries, variables and conditional logic (booleans), design tokens, published team libraries

UX & Product: UX architecture, user flows, component design, responsive systems, conversion-focused layouts

Creative Engineering: React, TypeScript, Next.js, GSAP, Three.js, Framer, Webflow

Content & State: Sanity CMS, Convex, Tailwind CSS, API integration

Visual & Motion: Figma, Blender (3D/Motion), After Effects

Experience

Graphic Design / Motion & Web Specialist | Ascend FS

May 2025 – Present

- Designed a one-off Figma design system for the team, built on variables and conditional logic (booleans), enabling global updates to be pushed through tokens instead of rebuilding assets per project.
- Design and build marketing landing pages in Webflow, handling layout, interaction, and third-party integrations end-to-end.

Freelance Design Engineer | Independent / Freelance

2023 – Present

- Design and ship complete web experiences for international clients: UX structure, visual design, and production build in React, Framer, and Sanity CMS, with over \$10,000 in freelance revenue and repeat engagements.
- Designed and published commercial web templates (Drape, Cascade, Opvio) for marketplace distribution, each a full responsive design system with conversion-focused page architecture.

Junior Front-End Developer | Realty View

2024

- Implemented the frontend of a real estate web app in React and TypeScript, translating Figma designs into interactive components with close attention to design fidelity.

Selected Projects

Anopa | E-commerce Framer Plugin

Framer Marketplace

- Designed and architected the full plugin interface and codebase for a developer tool bridging Framer sites with Shopify's commerce APIs: component library UX, real-time product syncing, cart state, and variant selection flows, built with React, TypeScript, Convex, and Sanity.
- Grew an organic user base in the Framer developer community with no paid distribution, owning the full lifecycle: concept, design, API integration, release, and ongoing support.

Eleventhspace | Studio Website

eleventhspace.com

- Owned the complete UX architecture and visual design for a creative studio's lead-generation site, then built it in React with Sanity CMS, taking the design unchanged from concept to production.

Wagepath | Client Platform

wagepath.com

- Designed and engineered a custom web platform for a private client, managing the engagement from discovery through deployment with a clean, performant component architecture.

Education

University of Education, Winneba | BA, Graphic Design

2020 – 2024