Solomon Akwasi Fosu

Product Designer · UI/UX · Secure-by-design · AI builder

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Bournemouth, UK

Product designer with experience since 2020 across mobile games, health apps and websites, and an **MSc in Cybersecurity with Human Factors**. I combine user research, interaction design and visual design with an understanding of how people behave around security and trust. **Highly proficient with AI:** I use AI coding agents to take my designs to fully shipped applications, and I run AI agents daily for deployment, asset generation, research and admin. Currently Product Designer at Brainiac Dev, a game design and development studio.

EXPERIENCE

Product Designer

2024 – Present

Brainiac Dev · game design & development studio

- Own UI design, brand identity and player experience for the studio's mobile games.
- Led the redesign of **Baller: Endless Ball Runner**: new brand and UI, power-up tips shown in play instead of a long tutorial, and lighter assets to stop phones overheating.
- Used player feedback, analytics and performance data to set priorities (38% of players disliked the old UI; most forgot the tutorial).
- Ran a 14-day Google Play closed test with a 13-member tester community and in-person playtests; the game passed review, got production access and is live with 100+ downloads.
- Building **Blip Dash**, an Android runner in Godot 4 with consent-compliant rewarded ads and in-app purchases, using AI pair-programming.

Founder & Product Designer

2026

Wishbloom (wishbloom.online) · personal product

- Designed and launched a web app for creating animated, personalised messages: 20+ occasions, a 4-step creation flow, sharing by link, no sign-up.
- Privacy-first by design: data minimisation and an equal-choice consent banner.
- Built and shipped end-to-end with AI coding agents; the same workflow powers my portfolio (uisolo.com) and Touchline, a football management sim in development.

Freelance UI/UX Designer

Oct 2022 – Jul 2023 · 2025

Independent

- Redesigned AB Therapy's website (abtherapy.online): rebrand, mobile-first responsive layout, WCAG-minded accessibility, sticky booking button.
- Designed an e-commerce website for Yfosu Enterprise (importer of appliances from China).
- Created logos and brand identities for Nuso, Ydo Enterprise, Heritage Christian University FC and Amalena Kids Clothing.

Market User Experience (National Service)

Sep 2021 – Sep 2022

Ministry of Food and Agriculture, Ghana

- Gathered and organised market data for planning a mobile app; interviewed community members and passed their challenges on to ministry officials.
- Trained business owners in customer service and food storage best practice.

UI/UX Designer (Intern)

Jan 2020 – Dec 2020

Centre for Entrepreneurship, Philanthropy and Ethics (CEPE), Heritage Christian University

- Sole UI designer on Ntem, a pharmacy-to-patient Android app: wireframes, high-fidelity UI, logo and design system.
- Worked with researchers, project leads and an Android developer; presented design decisions at daily check-ins.

EDUCATION

MSc Cybersecurity with Human Factors

2023 – 2025

Bournemouth University

- Thesis: a human-centred national incident response protocol for Ghana. Dissertation: feasibility of an adaptable national security framework for developing countries.

BSc Information Technology

2017 – 2021

Heritage Christian University

- Specialised in mobile app design; built an interactive 3D campus model in Unreal Engine 4.

SKILLS

Design: UI design, interaction design, prototyping, wireframing, design systems, game UI, branding

Research: user interviews, usability testing, competitive analysis, analytics, playtesting

Security & trust: human factors, usable security, privacy-by-design, consent UX

AI: AI coding agents (Claude Code), MCP tool integrations, AI asset generation (art, music, SFX), prompt engineering, reviewing AI output for security

Tools: Figma, Godot 4, Unreal Engine 4, Google Play Console, HTML/CSS/JS

CERTIFICATIONS

Google UX Design

Google Agile Project Management