

Onyebuchi Arinze Clinton

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SUMMARY

Motion and interaction designer, seven years in. My work covers the micro-interactions inside a product, the motion systems that keep them consistent, the prototypes that show a team what something could feel like before it is built, and the films that go out at launch. More and more I build it in code rather than handing it off. I have worked in-house and in studio across fintech, AI, streaming and healthcare, on products used by tens of millions of people.

EXPERIENCE

Late Checkout

Jan 2024 – Present

Product Designer / Motion + Interaction, Remote

- Designed the interaction motion for an AI writing and communication tool with 30M+ daily users, concept work its team used to see what an AI assistant could feel like before it was built.
- Made vision films and flow prototypes for a conversational AI platform reaching 20M+ people a month, used to show where the product was going.
- Built the motion system behind a large US health system's go-to-market pipeline so their team could ship feature landing pages themselves: scroll-choreographed sections in Next.js and Framer Motion, Lottie vignettes, and the release tooling they run. A colleague took it over after I rolled off and kept shipping with it.
- Shipped the launch sizzle reel for a financial media and investment research platform, working with the team from concept through to the final motion.
- Built Loupe, a tool that puts web animations on a scrubbable timeline so a team can review motion frame by frame and hand precise notes to engineers or coding agents. Published and free to use.

Thepeer

May 2021 – Aug 2023

Lead Motion & Interaction Designer, Full-time, Lagos, Nigeria

- Led interaction design, working closely with engineers on how the web app and dashboard should behave.
- Built animated loading screens and interactive moments across the product, and wired Lottie into production with engineering so it ran fast and stayed consistent.
- Led the motion for the Thepeer rebrand launch film alongside Geneza Brands, who built the identity.
- Shipped motion graphics across marketing, product and internal use: explainers, launch films, social campaigns, tutorials.

Moniepoint

Dec 2020 – Nov 2021

2D Motion & Interaction Designer, Lagos, Nigeria

- Made the motion across their merchant dashboard and consumer app, sitting between product and marketing: feature explainers that showed people how things worked, and the micro-animations inside the app itself.
- Moved onto product design for Monnify, their business payments product, working on the flows merchants use to collect money.

Kuda

Dec 2019 – Nov 2020

Product & Motion Designer, Full-time, Lagos, Nigeria

- Shipped in-app features for the consumer mobile app and tightened micro-animations across the product.
- Shipped a motion graphic ad campaign for Nigeria's biggest reality TV show (Big Brother) that drove a 150%+ increase in user signups.

EDUCATION

MSc Interaction Design, FH Joanneum, Graz

2024 – 2027 (expected)

B.Eng Chemical Engineering, Federal University of Technology, Owerri

2014 – 2019

SKILLS

Motion design, interaction design, motion systems, micro-interactions, prototyping, motion graphics, storyboarding, design systems, brand and launch films.

After Effects, Figma, Lottie, Rive, Remotion, Framer Motion, React, Next.js. HTML, CSS and JavaScript, mostly with AI in the loop.

LANGUAGES

English (native), Igbo (native), German (basic, learning).