

Crecias Shiburi



Area Based : Johannesburg

Experience : 9 Years

Education

Diploma, Software Development,
Mandela University (1st & 2nd year)

IDF Cert: Mobile User Experience
(UX) Design

IDF Cert: Conducting Usability
Testing

Udemy Cert: Service Design:
Designing for Experience Over Time

Udemy Cert: A User Experience
Approach to Agile & Scrum

Software & tools

Figma, Sketch, Adobe XD,
Photoshop, Illustrator, Zeplin, Miro,
WordPress, Webflow, HTML5, CSS,
JavaScript, React, React Native,
AXML (mini programs)

Contact details

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CAREER CHRONOLOGY

MTN Group - Senior Product Design Lead
Jun 2026 - Present

Stanbic/Standardbank - SNR Product (UX/UI)
Designer
Apr 2024 - Jun 2026

MetaPos - SNR UX Designer
Jan 2022 - Apr 2025

DVT - UX/UI Designer (Contract)
Mar 2021 - May 2021

Shinning Entrepreneurship, UX Designer (Full-
time)
Jan 2019 – Feb 2020

SG IT & Software, UX/UI Designer and Web
Developer (Contract)
Feb 2020 – Aug 2020

Difusion, Web Developer / UI Designer (Contract)
Jan 2018 – Jan 2019

Freelancer, UX/UI Designer
Jan 2017 - Present

SKILLS & EXPERTISE

Design systems

Research

Curiosity

User journey & Service blueprint

User flow & Site maps

Wire-framing

Prototyping

Visual Communication

Visual design

Information Architecture

Interaction design

Usability testing

Communication & Presenting

EMPLOYMENT DETAILS

[MTN Group](#) - Senior Product Design Lead

Jun 2026 - Present

I lead the design and development of Neo Library, MTN Group's design system, taking it from foundations and components in Figma through to production-ready code. I build the coded component libraries in React and React Native, so that web and mobile products share consistent, reusable building blocks.

I also extend the design system to AXML mini programs, enabling teams to deliver consistent experiences within MTN's mini-program ecosystem. Working closely with designers and engineers, I help teams adopt the system across products.

[Stanbic/Standardbank](#) - Senior Product (UX/UI) Designer

Apr 2024 - Jun 2026

I served as a UX/UI Design Consultant across multiple markets, delivering human-centered solutions for mobile applications, web platforms, USSD services, and WhatsApp-based systems in South Africa, Uganda, Kenya, Zimbabwe, Lesotho, and more. My work was grounded in empathy, deeply understanding the cultural, regulatory, and operational needs of each country to ensure that every product was relevant, intuitive, and accessible to its users.

A critical part of my role involved designing within strict security and compliance requirements. I ensured that all design decisions followed banking security standards, data-protection policies, and the legal frameworks specific to each country I collaborated with. This included crafting user flows that support secure transactions, privacy protection, and trusted engagement.

The systems I designed integrate seamlessly with banking payment infrastructures, KYC verification services, and credit platforms used to distribute funds and loans to specific farmers. By aligning user experience with financial safeguards and regulatory expectations, I helped create solutions that are both user-friendly and secure, enabling financial institutions and partners to serve farmers and customers efficiently and responsibly.

MetaPos, Senior UX Designer

Jan 2022 – Apr 2025

Worked as a UX/UI Designer overseeing the end-to-end development of a secure mobile and web-based Point of Sale system for Kellogg's and MetaPos. My role involved redesigning new and existing applications and touchpoints with a strong emphasis on security, user authentication, and granular access control across store owners, managers, employees, and finance teams. I enhanced system usability while implementing role-based permission structures to ensure that users accessed only the data and functions relevant to their responsibilities.

Additionally, I designed intuitive dashboards tailored for clients, enabling them to access real-time data insights while ensuring all sensitive information remained protected through secure user pathways. Throughout the development cycle, I conducted thorough usability and security-focused testing to validate both user experience and access-control flows.

I also collaborated closely with cross-functional teams from MTN, AddPay, and RA Cellular to integrate their services securely within our system. This included aligning authentication requirements, safeguarding data exchange, and delivering customized, secure software solutions that met each partner's operational and compliance needs.

DVT - UX/UI Designer

Mar 2021 - May 2021

I served as a UX Design Consultant, contributing to a wide range of projects, including the design of a comprehensive employee management system used internally by the company and by its clients. My work involved creating secure, intuitive touchpoints tailored to different user groups such as employees, HR teams, finance departments, management, and other organizational structures. Each role was supported with clearly defined access levels, ensuring users could only view or interact with information relevant to their permissions.

The platform was designed in full alignment with the POPI Act, prioritizing data privacy, user consent, and secure handling of personal information. Employees were given control over their own profiles with the ability to perform CRUD operations while maintaining strict compliance with privacy and security requirements. In addition to this, I also contributed as a designer to a gaming project, demonstrating my versatility and ability to adapt my design approach across different industries and user needs.

[Shinning Entrepreneurship](#), UX Designer

Jan 2019 – Feb 2020

Developed precise user flows, wireframes, and prototypes, with a specific focus on optimizing payment processes for bursary payments and cards. Collaborated closely with the founder and management team to guarantee the fulfillment of all UX requirements.

[SG IT & Software](#), UX/UI Designer and Web Developer

Feb 2020 – Aug 2020

As a UX/UI designer and part-time developer for the Tip Tap Delivery app, I actively contributed to the project's success by collaborating closely with fellow team members. Through my dual role, I ensured a seamless user experience and interface design. This collaborative effort was instrumental in achieving the project's objectives.

[Difusion](#), Web Developer / UI Designer

Jan 2018 – Jan 2019

Engaged in collaborative efforts with developers to craft refined interfaces featuring clean design principles and intuitive user interactions. Partnered with the Product Manager to oversee substantial and intricate design projects for the Department of Education. Conducted thorough testing procedures to identify and rectify errors, ensuring optimal usability in the final product.

[Freelancer](#), UX/UI Designer

Jan 2017 – Present

My role encompasses consulting with clients to gain a comprehensive understanding of their objectives and effectively communicating research findings. I am responsible for formulating project assignments in strict adherence to specified project requirements.