

VIOLA BAZANYE

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EXPERIENCE

User Experience Designer II | Microsoft, Kenya

November 2021 - Present

Work with Microsoft 365 core design, research, program management and engineering teams to deliver elegant and engaging end-to-end user experiences across multiple screens and input modalities.

User Experience Designer | African Leadership University, Mauritius

November 2018 - August 2021

Develop intuitive design solutions across technology products that cover the breadth of the faculty & student experience. Achievements;

- User research I did with students and faculty greatly influenced the decision to implement and launch a new learning management platform. I also took lead on training of faculty and students by designing an excellent online onboarding experience that earned me a nomination for the 'President's Award' that recognises and appreciates employees who are 'quiet giants' in their teams/role.
- Translated user research into use cases, wireframes and design requirements to deliver an engaging end to end experience for the design revamp of the student information portal.
- I had the opportunity to design and prototype, with D3.js chart library, the pre-application form for new students that had a conversion rate of 55.7%. Applicants also expressed gratitude for the data visualisation used for their results that showed them where they stacked up and where they could improve, and the charts gave them that clarity.
- I developed an online design system using Github Pages, that developers use to easily implement my UI design ideas. View it here <https://aludeveloper.github.io/alu-styleguide/>



EXPERIENCE

Design Technologist Intern | Frog Design, Italy

March 2017 - September 2017

Active collaboration in client programs, pre-sales and marketing activities to bring the technology point of view and provide technology guidance to the UX design process. Achievements;

- The project I worked on here involved building a prototype to test the constraints of implementing certain UI animations on the Android mobile platform.
- Developed proofs-of-concept for a client project using D3.js chart library for data visualisation across multiple screens.

Developer Experience Intern | Microsoft, Kenya (Remote)

October 2013 - July 2014

Develop sample Windows desktop and mobile apps; write tutorials and blog posts to help developers with coding problems. See code repositories on <https://github.com/violabazanye>
Achievements;

- I planned and hosted the Imagine Cup national finals' events for Uganda where the best team in the region came from Uganda and was able to attend the finals in Seattle, USA.



EDUCATION

MSc. ICT Innovation | Università degli Studi di Trento, Italy

August 2016 - July 2017

EIT Digital Master School (Human Computer Interaction & Design + Entrepreneurship)
Overall Grade 106 / 110

MSc. ICT Innovation | KTH Royal Institute of Technology, Sweden

August 2015 - May 2016

EIT Digital Master School (Human Computer Interaction & Design + Entrepreneurship)

BSc. Software Engineering | Makerere University, Uganda

September 2009 - May 2013

Overall CGPA 4.2 / 5



SKILLS

- User Research
- Usability Testing
- Visual Design
- Service Design
- Prototyping
- Programming (HTML, CSS, SCSS, Angular, Java, C#, ReactJS, React Native)
- Adobe XD
- Sketch
- Adobe Photoshop
- Design Systems



ACCOMPLISHMENTS

Grace Hopper Celebration of Women in Computing | Minneapolis, Minnesota

October 2013

Co-authored a paper on 'Mobile User Experiences of Differently-abled Users in Uganda' that was published at this conference. We also led a panel discussion on the same topic.

Orange Community Innovation Awards | Kampala, Uganda

2012

Co-developed Diet Assistant - android app that recommends healthy affordable meals. We won 2nd prize for best mobile app innovation, out of 11 finalists.