

Wadzanayi Kim Bwanya

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Currently pursuing a Master's degree in Human-Computer Interaction at the University of Nottingham, I bring a unique blend of academic rigour, technical expertise, and practical UX design experience to the table. With over 4 years of UX expertise, I seamlessly blend my computer science background with design skills to empower socially conscious organisations. My strong points include design strategy, empathy, and interaction design, making me a well-rounded fit for your team's needs.

SKILLS

Technical skills : User Interface Design; Product Design; Interaction Design; Wireframing; Visual Design; Rapid Prototyping; Usability Testing; Experience Strategy; Journey Mapping; Personas; User Flow Mapping; Information Architecture; Interviews; Surveys ; Web Development ,Programming (Python)

Soft skills : Communication; Adaptation to technology; Critical thinking; Teamwork; Empathy ; Adaptability

Tools : Figma; Adobe Creative Suite (XD, Illustrator, Photoshop); Miro; Pen & Paper; ChatGPT; HTML, CSS, Javascript; Wordpress; SPSS

EDUCATION

MSc Human Computer Interaction

UNIVERSITY OF NOTTINGHAM, UK

SEPT 2023 - PRESENT

Key modules: Design Ethnography , Human-AI Interaction , Studying Human Performance

BSc Honors Degree in Computer Science

NATIONAL UNIVERSITY OF SCIENCE AND TECHNOLOGY (NUST), ZIMBABWE

SEPT 2015 - SEPT 2019

My dissertation was a children's interactive game using machine learning to assess alleged child abuse victims.

Professional Development

- Techwomen Program | U.S. Department of State Bureau of Educational and Cultural Affairs (ECA) | March 2022
- Front-End Web UI Frameworks and Tools: Bootstrap 4 | Coursera | August 2021
- Interaction Design Fundamentals & Psychology of Interaction Design | Pluralsight | April 2020

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EXPERIENCE

UX Lead

BEEDESIGNED STUDIO, BULAWAYO, ZIMBABWE

JUNE 2018 - SEPT 2023

- Managed end-to-end product development for 20+ web and UX projects, delivering successful results that met business objectives and user needs.
- Collaborated closely with stakeholders and clients to ensure that products aligned with user needs and business goals.
- *Key accomplishment: Grew a team of skilled designers, providing mentorship and guidance, resulting in a 15% increase in productivity year-over-year.*

UX Engineering Intern

GODADDY, SANTA CLARA, CALIFORNIA, USA

FEB 2022 - MAR 2022

- Conceptualised and designed a mental health and support services app under the guidance of senior UX research and engineers at GoDaddy, as part of the TechWomen mentorship program.
- *Key accomplishment: Secured a partnership with an international health organisation to further develop the app, potentially impacting thousands of patients in Southern African.*

Information Technology Intern

HEMS AFRICA ENGINEERING, BULAWAYO, ZIMBABWE

JULY 2017 - JUNE 2018

- Collaborated with the marketing and business departments to design and build the company website, ensuring a seamless user experience.
- Established and designed the IT department's cloud-based systems, streamlining operations and increasing efficiency.
- *Key accomplishment: Designed and built the company website, ensuring a seamless user experience, resulting in an 80% increase in lead generation within 10 months.*

ACHIEVEMENTS

Founder - UX Zimbabwe | 2021

An online community for Zimbabwean user experience learners and leaders can exchange knowledge and collaborate.

Co-founder - Tea in 60 | 2020

A social enterprise focused on creating connections, opportunities and space for Zimbabwean girls and women in STEM. Produced 'Sibo the Engineer', a children's book series that teaches children about STEM careers.

REFERENCES

References are available upon request.