

Victoria McKenzie

UX UNIVERSITY GRADUATE PASSIONATE ABOUT DESIGN AND TECHNOLOGY

 **PORTFOLIO WEBSITE**  **LINKEDIN**  **0401224340**  **v.mckenzie@mcbe.com.au**

Victoria has a **Bachelor of User Experience Design** from the University of Melbourne. She was supported through her studies by the **Telstra Technology and Innovation Scholarship** (valued at \$100,000) - one of only three recipients Australia-wide. She is passionate about **accessible, useable and fun**, technology and design. She is eager for a role with a positive impact, using her web-savvy skills in **leadership, UX and design thinking**.

Skills

PRACTISES

Prototyping (Hi-fi, Lo-fi) • User Research & Testing • Equitable Design • Double Diamond • Design Thinking • Wireframes • Personas & Scenarios • User Journey Maps • Iterative Design (Agile) • Ideation (Crazy 8s) • Accessibility (WCAG) • UI Heuristics • Service, Visual & Graphic Design • Human-Computer Interaction • Animation

TECHNOLOGIES

Figma • Adobe Creative Suite (Photoshop, Illustrator, InDesign) • HTML/CSS/JavaScript • React • Flutter • Firebase • Canva • Principle • Slack • Web Bootstrap • Microsoft Suite • Sketch • InVisio • GitHub • Notion

Education

THE UNIVERSITY OF MELBOURNE

(2022-2024)

Bachelor of User Experience Design (Minor in Graphic Design)

Weighted Average Mark (WAM): 81.375 (First Class Honours)

University of Melbourne Principal's Scholarship, Telstra Technology and Innovation Scholarship

INTERNATIONAL BACCALAUREATE DIPLOMA TINTERN GRAMMAR

(2020-2021)

ATAR: 98.55 (Top 1.5% in Australia), IB 41/45. Dux for English Literature and Theory of Knowledge

Projects

GIRL GUIDES VICTORIA REACT ATTENDANCE APP

(2025)

Currently working with Girl Guides Victoria as lead UX and front-end developer to create attendance marking app

DOORBELL: A FAMILY CONNECTION APP

(2024)

Runner up in VicHack Competition. Functional app coded with partner using Flutter & Firebase (iOS, Android)

Designed user experience, Figma file and custom assets on Adobe, and wrote and delivered video pitch

SCIENCE GALLERY MELBOURNE IMMERSE APP DESIGN

(2024)

Winner of University of Melbourne Product-thon competition to create a gallery companion app design

Lead team of four, facilitated design thinking workshops, managed design sprint and delivered solo live pitch

EASEL: BRINGING EASE TO ART MARKETS APP DESIGN

(2024)

Lead four-month UX project including researching user needs, ideating solutions, creating Figma prototypes, testing, and iterating, to create an app prototype for local artists to improve visibility at markets

Work

DESIGN AND CODING HEAD TEACHER CODE CAMP

(2023-Present)

Teaches design principles, and JavaScript block and line coding to primary school children aged 5-13

Head teacher, occasionally directing extra assistants, for classes of 10-25 students to learn about technology

Certifications

GOOGLE UX DESIGN PROFESSIONAL CERTIFICATE

(2024)

Followed the design process to empathize with users, define pain points, ideate equitable solutions, create test & iterate on designs – achieving a professional certification run online by UX experts at Grow with Google

Volunteering

UNIVERSITY OF MELBOURNE & UNIVERSITY COLLEGE MENTOR

(2024)

Hosted fortnightly meetings for 15 new design students to offer advice and support to peers. Volunteered at multiple open days, guiding over 50 new students around campus and college.