

VIOLA BAZANYE

PRODUCT DESIGNER

vibaza2423@gmail.com · violabazanye.me

SUMMARY

Product Designer with a background in software engineering and experience designing complex digital products across enterprise software, AI, and education. Combines interaction design, systems thinking, and technical prototyping to turn ambiguous problems into thoughtful, scalable experiences.

EXPERIENCE

Product Designer II — *Microsoft, Kenya*

Nov 2021 – Present

- Led end-to-end design for an AI-powered Files Agent MVP, translating research and ambiguity into product direction, facilitating cross-functional ideation, and guiding detailed design through accessibility review and engineering implementation to support an on-schedule launch.
- Built high-fidelity, live-data prototypes for Files, People, and Calendar experiences in Windows, surfacing feasibility constraints and edge cases early, accelerating stakeholder alignment, and influencing implementation direction.
- Established scalable design-system foundations across three Microsoft 365 companion products by creating reusable, responsive components and interaction patterns that designers and cross-functional partners could extend consistently.
- Drove customer-facing search experiences from insight to production, including file disambiguation, filtering, and error states, in close partnership with engineering on experimentation and implementation.
- Delivered accessibility specifications across multiple product surfaces, contributing to 100% internal accessibility compliance; created reusable prototyping and secure-design resources that helped teams apply design patterns more consistently.

User Experience Designer — *African Leadership University, Mauritius*

Nov 2018 – Aug 2021

- Led research with students and faculty that influenced the adoption of a new learning management platform; designed the onboarding and training experience for its rollout and earned a nomination for ALU's President's Award.
- Translated user research into use cases, wireframes, and design requirements for the Student Information System redesign, creating a more consistent end-to-end student experience.
- Designed and prototyped a data-driven pre-application experience using D3.js, achieving a 55.7% conversion rate and helping applicants understand their results through data visualisation.
- Created an online design system and implementation guide that translated ALU's brand into reusable digital patterns developers could implement consistently.

Design Technologist Intern — *Frog, Italy*

Mar 2017 – Sep 2017

- Brought a technical perspective to multidisciplinary client projects, helping teams assess feasibility and translate design concepts into buildable experiences.
- Built interactive prototypes to explore the feasibility and constraints of UI animations on Android.
- Developed D3.js proofs of concept for data visualisation experiences across multiple screen sizes.

Developer Experience Intern — Microsoft, Kenya (Remote)

Oct 2013 – Jul 2014

- Built sample Windows desktop and mobile applications and created technical resources that helped developers understand and use Microsoft technologies.
- Supported the developer community through technical content and engagement initiatives, including organising Uganda's Imagine Cup national finals.

EDUCATION

MSc, ICT Innovation — EIT Digital Master School

2015 – 2017

Human-Computer Interaction & Design + Entrepreneurship

KTH Royal Institute of Technology, Sweden · University of Trento, Italy · Final grade: 106/110

BSc, Software Engineering — Makerere University, Uganda

2009 – 2013

CGPA: 4.2/5

SKILLS

Design Product Design · Interaction Design · Design Systems · Prototyping · User Research · Accessibility

Product & Systems AI Product Design · Systems Thinking · Product Strategy · Storytelling

Tools & Technical Figma · HTML/CSS · TypeScript · React

SELECTED RECOGNITION

- Grace Hopper Celebration of Women in Computing (2013) — Co-authored “Mobile User Experiences of Differently-Abled Users in Uganda” and participated in a conference panel about the research.
- Orange Community Innovation Awards (2012) — Co-developed Diet Assistant, an Android app offering affordable, healthy meal recommendations; awarded second place among 11 finalists.