

VENUS ZHENG

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PROFILE

Psychology and Computing graduate with experience across UX, visual design and technical development, particularly in products where making complex information easier to understand and navigate is part of the design challenge.

WORK EXPERIENCE

INFORMATION DESIGNER

APR – MAY 2026

UCC School of Applied Psychology / Cork, Ireland

- Redesigned a **120+ page academic application**, restructuring complex content and layouts to improve hierarchy, navigation, readability, and consistency.
- Designed **20+ charts, infographics, process diagrams, and impact summaries**, developing a reusable visual system for typography, layouts, tables, diagrams, and data visualisation across the application.
- Worked directly with academic stakeholders through multiple review cycles, refining content structure and visual communication against submission requirements.
- Contributed to the School of Applied Psychology receiving Silver Athena Swan accreditation, using information design to communicate complex academic and organisational information clearly.

UI/UX DESIGN INTERN

SEP 2024 – AUG 2025

Voxxify / Cork, Ireland

- Designed **5 B2B product experiences** for employee sentiment and survey analytics, taking concepts from user flows and wireframes through high-fidelity UI and interactive Figma prototypes.
 - Redesigned **6 core platform features** following UX audits of usability, navigation, accessibility, and visual consistency across the existing product.
 - Designed **data-heavy experiences** including AI-generated insights, persona visualisations, heatmaps, and survey analytics, translating complex data into clear, usable interfaces.
 - Built and maintained reusable **UI patterns and design-system components**, establishing consistent interaction and visual patterns across the platform.
 - Created developer handoff documentation including specifications, annotations, and redlines, working directly with engineers throughout implementation.
 - Worked with product and customer-facing teams to gather feedback, iterate on designs, and account for technical and product constraints within an agile workflow.
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EDUCATION

UNIVERSITY COLLEGE CORK

2022 – 2026

Bachelor of Arts in Psychology and Computing

Cork, Ireland

- Graduated **First Class Honours (1.1)**
 - Relevant coursework: User Experience Design · Human-Centred Computing · Interaction Design · Research Methods & Data Analysis · Software Engineering
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SELECTED PROJECTS

VR PRODUCTIVITY APP — USER EXPERIENCE RESEARCH

- Designed a research-driven VR environment exploring how **spatial layout, visual style, lighting, audio, and interaction** influence user experience during immersive tasks.
- Used UX research to inform environmental and interaction decisions, translating research findings into design choices.
- Created the visual direction and 3D environment assets in Blender, then collaborated with engineering teammates to integrate the experience into a WebXR application.

ANIME EXPLORER IOS APP

- Designed an end-to-end anime discovery experience, mapping user flows and creating wireframes and high-fidelity prototypes in Figma.
 - Designed browsing, content discovery, favourites, and media interaction flows with a focus on information hierarchy and consistent interaction patterns.
 - Worked across both design and implementation, translating UI concepts into a functional iOS application.
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SKILLS

Product & UX: Product Design · UX/UI · User Research · UX Audits · Interaction Design · Information Architecture · User Flows · Wireframing · Prototyping · Design Systems · Accessibility · Data Visualisation · Developer Handoff

Tools: Figma · Miro · Jira · Confluence · Blender

Technical: HTML/CSS · JavaScript · Python · WebXR · iOS Development

Languages: English · Mandarin