VENUS ZHENG
PRODUCT & UI/UX DESIGNER

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PROFILE

Psychology and Computing graduate bringing together my understanding of human behaviour, digital products and creative thinking to approach design with intentionality. My experience covers the design process from research and requirements gathering through to user flows, design systems, high-fidelity prototyping and developer handoff.

EXPERIENCE

Y.H.FUN
Product Designer
September 2026 - Current
Waterford, Ireland

· Drove development of a behavioural assessment and personalised report experience within an AI-assisted Codex workflow.

· Applied research-informed design to refine bilingual copy, improving the quality of system inputs while supporting a considerate user experience.

· Lead the brand and website design, establishing the visual direction and UI for the customer-facing experience.

· Produced publication-ready social content by editing B-roll, graphics and on-screen visuals to engage the intended users with the brand.

UCC School of Applied Psychology
Information Designer
April - May 2026
Cork, Ireland

· Led the visual structuring and presentation of a 120+ page academic application, restructuring dense content into a submission-ready document.

· Designed 20+ charts, infographics and process diagrams to communicate complex research, evidence and impact.

· Created a reusable visual system for typography, layouts, tables and data visualisation, ensuring consistency across the application.

· Drove multiple review cycles with academic stakeholders, translating feedback and submission requirements into design changes.

Voxxify
UI/UX Design Intern
September 2024 - August 2025
Cork, Ireland

· Owned the end-to-end design of 5 B2B employee-sentiment and survey-analytics experiences, from user research and requirements gathering through user flows, wireframes and interactive prototypes.

· Led UX audits and redesigned 6 core platform features, addressing issues across usability, navigation, accessibility and visual consistency.

· Established reusable components and interaction patterns within the design system, improving consistency across the platform and supporting accessible, scalable UI.

· Produced developer-ready specifications and redlines, collaborating with engineers and product teams to resolve technical constraints and carry designs through implementation.

· Managed the design backlog in Jira, led sprint meetings and coordinated feedback with product and engineering teams as part of the agile development cycle.

EDUCATION

University College Cork
2022 - 2026
Cork, Ireland

Graduated with First Class Honours (1.1) in Psychology & Computing

Relevant coursework: User Experience Design, Human-Centred Computing, Interaction Design, Research Methods & Data Analysis, Software Engineering

SKILLS

Design & Prototyping — Figma, FigJam, Framer, Miro, UX Research, Design Systems, Prototyping, Accessibility

Product & Collaboration — Jira, Agile/Kanban, developer handoff, UX auditing

Technical — HTML/CSS, React, Git, Swift, WebXR, Codex

PROJECTS

Inkspire: Designing for Flow in a Stylus-First VR Workspace
Logitech industry-partnered final year project

· Designed a stylus-first VR workspace for creative tasks, exploring how environmental and interface variables influence attention and cognitive load.

· Built and evaluated VR environments in Blender and ShapesXR, varying visual complexity, lighting, object presence and feedback intensity.

· Prototyped the workspace and glanceable UI in Figma, shaping the experience to feel approachable and game-like rather than like a conventional research system.

· Led the interviews and experimental design, drawing on psychology research to define environmental conditions, task structure and measures aligned with the study constructs.

· Ran statistical analysis in SPSS to examine patterns across the study data and presented findings on the UCC Open Day to peers, academics, and industry partners.

Aniverse Discovery App
UI Design & iOS Development

· Designed and developed a functional iOS prototype for browsing, saving and managing anime titles.

· Iterated between Figma and Swift/UIKit implementation in Xcode to resolve navigation, layout and interaction constraints.

· Implemented persistent favourites, add/edit flows and supporting interface states using Core Data.