



VK

VICKY KIMANI

UI/UX DESIGNER | HCI GRADUATE STUDENT

[PORTFOLIO](#) | [GITHUB](#) | [LINKEDIN](#) | [EMAIL](#)

ABOUT ME

Human-Computer Interaction graduate student with a Computer Science background and hands-on experience designing intuitive, user-centered digital experiences. Actively seeking a **Summer 2026 UX Design Internship**, where I can contribute strong design thinking, collaboration, and front-end foundations to real-world products.

SKILLS

UX & Product Design

User-Centered Design, Interaction Design, Accessibility Basics, Design Systems

Research & Evaluation

Usability Testing, Semi-Structured Interviews, Heuristic Evaluation, Personas, Journey Mapping, A/B Testing

Design & Prototyping Tools

Figma, Adobe Photoshop & Illustrator, Wireframing, Low- & High-Fidelity Prototypes

Front-End Development

HTML, CSS, JavaScript, Bootstrap, Git, GitHub

Collaboration & Tools

Google Workspace, Visual Studio Code, Zoom, Microsoft Teams

PROJECTS

PREPPAL – MEAL PLANNING APP

Role: UX Designer | **Tools:** Figma

Led user interviews and designed a mobile app that helps users plan meals and generate grocery lists. Delivered wireframes and interactive prototype as part of a team UX project.

SMARTFRIDGE APP

Role: Interaction Designer | **Tools:** Figma, Canva

Collaborated on a smart home interface that tracks food inventory and suggests recipes. Designed low-, mid-, and high-fidelity prototypes.

VERAITH (PERSONAL PROJECT)

Role: UI Designer | **Tools:** Figma

Independently designed a fully responsive interface for desktop, tablet, and mobile with a focus on layout, consistency, and clean visual design.

WORK EXPERIENCE

MEETING ASSISTANT INTERN

SOS Children's Villages – Nairobi, Kenya • 08-2023 to 12-2024

Supported regional in-person and virtual meetings with tech support; created digital templates for efficient communication.

IT INTERN

Ministry of Devolution and ASALs – Nairobi, Kenya • 02-2022 to 03-2022

Delivered IT troubleshooting and helped streamline system documentation.

EDUCATION

DEPAUL UNIVERSITY, COLLEGE OF COMPUTING AND DIGITAL MEDIA

Master of Science in Human-Computer Interaction and Design

Expected June 2027

Relevant Coursework: Website Design, Foundations of HCI, Prototyping and Implementation, User Research Methods

STRATHMORE UNIVERSITY, SCHOOL OF COMPUTING AND ENGINEERING

Bachelor of Science in Informatics and Computer Science

Graduated July 2023

Relevant Coursework: Internet Application Programming, Database Administration, AI, Information Systems Security