

VUYANZI GLORIOUS MUSAVIRI

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EXPERIENCE

Senior Product Designer

[Microsoft](#)

02/2025 - 06/2026 Nairobi, Kenya

- Worked on the Live Persona Card (LPC) reference file, used across M365, SharePoint, and OneDrive endpoints, ensuring consistency in how people data is surfaced across products.
- Designed end-to-end AI query and prompt flows that surface people lists in structured tables, improving clarity, scannability, and decision-making for enterprise users.
- Explored and delivered design for visualising project teams, balancing complex organisational data with simplicity, trust, and usability.

Product Designer & Product Manager

[EIDU](#)

03/2024 - 02/2025 Nairobi, Kenya

- Led end-to-end research, design, and delivery of an AI-driven tutoring experience that measurably improved learning outcomes, driving +0.2–0.3 standard deviation gains for remedial learners versus control groups—demonstrating statistically significant educational impact at scale.
- Partnered cross-functionally with Product, Engineering, Data Science, and AI Research teams across multiple geographies to translate complex pedagogical and machine-learning concepts into intuitive, learner-centered experiences.
- Owned design strategy and execution from problem definition through launch, aligning solutions to business goals, learner demographics, data constraints, and ethical AI considerations.

CEO & Creative Director

[Product.momma](#)

11/2023 - 08/2024 Arizona, US

- Provided leadership and design direction, influencing stakeholders and giving detailed and actionable design feedback to the team of 3 designers.
- Scoped design initiatives against high-level product roadmaps; allocated resources and prioritised duties across multiple domains.
- Led the design and implementation of Lifetracker: An EHR - CRM dashboard for group homes in Arizona specifically for the Division of Developmental Disabilities individuals.
- Created a design system, enabling consistency across projects and defined the creative direction for multiple high-impact projects.

Product Designer

[Africa’s Talking](#)

05/2023 - 02/2024 Nairobi, Kenya

- Designed an event website, leading to a 40% increase in event registrations and a 25% decrease in bounce rate.
- Designed an efficient admin dashboard for event posting, reducing admin workload by 30% and streamlining content management processes.
- Led the research and design of a data privacy app enabling users to grant companies access to their data at a price.

Product Designer & Associate Product Manager

[Twiga Foods Ltd](#)

07/2021 - 04/2023 Nairobi, Kenya

- Designed critical supply-chain and enterprise systems including Asset Tracking, Distribution Centre Returns, Payment Flows, ERP Synchronisation, and Produce Sourcing—driving 35% operational efficiency gains and a 20% increase in team productivity across logistics and finance operations.
- Redesigned the asset tracking experience, improving real-time visibility and data accuracy, which resulted in a 15% increase in inventory accuracy and reduced reconciliation overhead for operations teams.
- Streamlined Distribution Centre return intake workflows by designing a faster, error-resistant interface, reducing return processing time by 20% and accelerating downstream inventory updates.

Product Design Consultant

[World Agroforestry](#)

01/2021 - 05/2022 Nairobi, Kenya

- Led the end-to-end UX redesign of the Regreening Africa mobile application, transforming complex, form-heavy workflows into clear, progressive experiences that improved usability and adoption across diverse user groups.
- Conducted a comprehensive UX audit in collaboration with researchers, engineers, and project stakeholders, identifying critical usability gaps and translating research, policy, and field requirements into scalable, implementation-ready design systems.
- Designed, prototyped, and validated solutions with users across multiple African regions, incorporating real-world constraints such as connectivity, literacy levels, and device limitations—resulting in a 30% increase in user engagement post-launch.

Lead Product Designer

[Syntax](#)

12/2020 - 05/2021 Jersey, UK

- Applied evidence-based UX research and industry studies to define high-impact design patterns and interaction models for consumer-facing mobile applications, including Giraffe Spotter and Drop Express.
- Collaborated with cross-functional teams to validate design decisions and ensure feasibility, consistency, and scalability across platforms.
- Improved overall user experience quality by grounding design choices in data rather than intuition, reducing rework and accelerating decision-making during design and delivery.

EDUCATION

Masinde Muliro University of Science & Technology

BCs. Computer Science

IBM Enterprise Design Thinking Practitioner

Lincense