Rebecca Li

UX + Researcher + Designer

Skills

Design Tools: Figma, Miro, Adobe Design Suite

Design Methods: Wireframing, Prototyping, Usability Testing, Heuristic Evaluation, Journey Mapping, Co-design Workshops

UX/UI Principles: Accessibility (WCAG), Responsive Design, Inclusive Design

Collaboration: Agile/Scrum workflows, Cross-functional communication, Stakeholder engagement

Soft Skills: Strong interpersonal communication, Problem-solving, Adaptability, Rapid learning

Education

University of Melbourne
Bachelor of Architecture
Master of Architecture

General Assembly
User Experience Design

Contact

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Experience

2022 - Present | Associate Designer | WorkSafe
- Drove end-to-end UX/UI design across multiple enterprise initiatives, ensuring clarity in user flows, accessibility, and scalability of design solutions.
- Conducted user research (empathy interviews, journey mapping) to uncover insights that informed product roadmaps and prioritisation.
- Facilitated co-design workshops to align stakeholders, gather requirements, and collaboratively refine MVP solutions.
- Produced annotated wireframes and interactive prototypes in Figma, enabling early validation of feasibility and usability.
- Maintained and contributed to an evolving design pattern library to ensure consistency and accessibility across digital touchpoints.
- Partnered with Product Owners, BAs, and Developers to translate complex requirements into intuitive user interfaces.
- Advocated for and implemented design process improvements, elevating design practice maturity within the organisation.

2022 | UX Designer | LifeReady
- Performed heuristic analysis on an existing prototype using industry best-practice guidelines to identify usability issues and set testing goals.
- Collaborated with developers to assess feasibility, deployment timelines, and effort estimation, enabling fast-fail prototyping.
- Recommended and implemented UI improvements to enhance usability, reduce friction, and improve user satisfaction

2018 - 2021 | Various Architecture Roles
- Designing and delivering analytical drawings, storyboards, documentation, and researching and synthesising large amounts of information were regular task