



VICTOR BORG

📍 Wollongong, NSW

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PROFESSIONAL SUMMARY

I'm a Senior-Lead UX/UI Designer, Figma obsessed product creator & driven problem solver with 17+ years of experience turning complex requirements into clean, intuitive digital experiences. I thrive on transforming complex tasks into reality with speed & precision, applying a lean entrepreneurial mindset to streamline processes & deliver high-quality, developer-ready work engineering teams love to build from.

EXPERIENCE

- iOS & Android device apps
- B2B & B2C SAAS products
- Data heavy web apps
- Geospatial web apps
- SAAS web apps
- Small to large responsive websites
- E-commerce websites

STRENGTHS

- UX research & discovery
- Wireframing & prototyping
- UI visual design
- Design systems & pattern libraries
- Mobile (iOS/Android) & responsive web
- Accessibility (WCAG)
- Interaction design
- Data-heavy dashboards
- Stakeholder & developer collaboration
- Agile & Lean UX
- Figma, Sketch, Adobe XD
- HTML/CSS familiarity
- Usability testing & analytics
- Leadership & mentoring

TOOLS

- Figma/Figjam
- Trello
- Sketch
- Slack
- Axure
- Miro
- JIRA/Confluence
- Zoom

CLIENTS

- Equifax
- Drive.com.au
- Gold Cast Council
- CSIRO/Data61
- Credit Savvy
- Kent Removals
- CommBank
- Telstra
- Woolworths
- ABC iView
- Carpet Court
- Westpac

For more detailed information go to www.linkedin.com/in/victorborg/

PROFESSIONAL EXPERIENCE

Milk Chocolate – Senior Product Designer

May 2025 – Present (part-time remote contract)

- ★ Facilitate moderated usability tests on mobile prototypes to validate concepts
- ★ Iterate on MVP designs based on user feedback and analytics
- ★ Deliver fully annotated, production-ready UI mockups for both mobile and web
- ★ Develop interactive prototypes for stakeholder review and validation

Statekraft – Lead UX/UI Designer

November 2025 – March 2026 (freelance project)

- ★ Led the UX/UI design for the Statekraft core product experience & product ecosystem across web & native mobile platform dashboards, workflows and data visualisation
- ★ Defined the visual direction in the absence of established brand guidelines
- ★ Collaborated closely with founders, engineers, and domain experts to iterate concepts and refine usability
- ★ Delivered high-fidelity UI, interaction patterns & developer-ready design assets in Figma

Xynon– Lead UX/UI Designer

June 2025 – Present (ongoing freelance)

- ★ Leading end-to-end design for web and mobile
- ★ Built and maintained a Figma design system, component libraries and documentation
- ★ Partnered with engineering for production ready UI and developer handoff

Path Ventures/Equifax – Senior Product Designer

August 2025 – October (part-time remote contract)

- ★ Designing detailed user experiences for complex, data-driven products
- ★ Collaborating with cross-functional teams including product managers and developers
- ★ Delivering polished, high-fidelity designs and design system components
- ★ Ensuring accessibility and usability standards are met across all touch points

Idea 11/Gold Coast Council – Senior Product Designer

January 2024 – June 2025 (full-time remote contract)

- ★ Directed UX uplift for the Gold Coast Council mobile app, aligning flows to user needs
- ★ Designed native iOS and Android experiences in light and dark mode, using contemporary design patterns
- ★ Established a scalable Figma design system by consolidating existing assets into standardised components
- ★ Partnered with stakeholders to define feature requirements & prioritise enhancements
- ★ Collaborated with mobile engineering teams to ensure pixel-perfect implementation of new functionality

Credit Savvy/CommBank – Senior Product Designer

December 2023 – February 2025 (part-time remote contract)

- ★ End-to-end redesign of the Credit Savvy website, shaping user journeys for new initiatives
- ★ Co-created strategic concepts alongside the Chief Product Officer and validated them through rapid prototyping
- ★ Built a comprehensive Figma component library from updated brand guidelines
- ★ Conducted stakeholder workshops to identify UX improvement opportunities
- ★ Streamlined core interface components to support personalised user experiences
- ★ Produced interactive Figma prototypes for executive and board presentations

The Playtime Group/Carpet Court – Lead UX/UI Designer

March 2023 – January 2024 (part-time remote contract)

- ★ Architected and executed full website redesign for a national flooring retailer
- ★ Enhanced existing page designs & optimised layouts for multiple responsive breakpoints
- ★ Prepared detailed design specifications and assets for seamless development handoff



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Woolworths Group – Lead UI Designer

July 2023 – November 2023 (short-term remote contract)

- ★ Assumed lead design role, reviewing RF device UX to identify critical pain points
- ★ Synthesised stakeholder feedback into a prioritised set of design deliverables
- ★ Rationalised and consolidated core UI components to support personalisation features
- ★ Designed new screens using Material 3 standards to reduce engineering complexity
- ★ Presented work to senior design leads, iterating based on targeted feedback

Gotcha4Life – Lead UX/UI Designer

June 2023 – August 2023 (one-off remote project)

- ★ Developed detailed wireframes for multi-page workflows
- ★ Delivered build-ready UI assets across three responsive breakpoints
- ★ Ensured adherence to brand identity and interaction guidelines
- ★ Defined all component states, including validation and error messaging

Drive.com.au – Senior UX/UI Designer

March 2023 – June 2023 (part-time remote contract)

- ★ Contributed as senior UX and visual designer on continuous site improvements
- ★ Designed detailed wireframes and documented interaction states for new features
- ★ Delivered developer-ready UI mockups and coordinated handoff

CapFeather/Kent Removals – Senior Product Designer

June 2022 – December 2022 (remote contract)

- ★ Led UX & UI strategy for a relocation app MVP, defining user flows & information architecture
- ★ Conducted stakeholder workshops to refine feature scope and roadmap
- ★ Created high-fidelity wireframes and prototypes to guide development
- ★ Validated concepts through usability testing and iterated based on findings

Alyte – Senior Product Designer

March 2021 – August 2022 (part-time remote contract)

- ★ Directed full UX & UI design for a live-streaming fitness app, from concept to launch
- ★ Crafted detailed design iterations and Figma prototypes for user testing
- ★ Oversaw front-end implementation and provided design QA throughout the build
- ★ Managed stakeholder alignment on feature priorities and post-launch refinements

Additional Contracts:

- ★ Scalapay – Senior/Lead Product Designer (Nov 2020 – Jun 2022)
- ★ CSIRO/Data61 – StellarGraph & NSW Spatial Digital Twin (Jun 2019 – Oct 2020)
- ★ Telstra, Macquarie University, ABC iView, Westpac, Pfizer, etc.

PROJECT HIGHLIGHTS

- ★ NSW Spatial Digital Twin: Led UI overhaul for a 3D geospatial platform used by multiple government agencies; facilitated 12-dev team, delivered WCAG-AA compliant interface.
- ★ Scalapay Mobile App (EU): Designed end-to-end BNPL app; contributed to >1 M downloads and Series B valuation uplift.
- ★ Gold Coast Council App: Introduced modular design system; cut future feature design time by 30 %.

EDUCATION

- ★ Diploma, Digital Media & Multimedia – 2002
- ★ Martin College, Sydney – 1998

REFERENCES

To be supplied upon request.