

(714) 454-1531  
21adoan2@gmail.com

# Andrew Doan

<https://andrewgdoan.framer.website/> [linkedin.com/in/andrew-g-doan/](https://www.linkedin.com/in/andrew-g-doan/)

## Product Design Intern

June 2024 - Sept 2024

### Anduril Industries

Designed 7 solutions -- MVPs & north star concepts -- on Lattice, a software for securing land and maritime borders, practicing complex problem decomposition, UXR, and solution alignment for 4 diverse customer groups. Introduced multi-track reporting and analysis, including incursion breakdowns, pattern-of-life insights, and AI-driven predictive analytics.

## Product Design Intern

June 2023 - Sept 2023

### Anduril Industries

Owned the design of Anduril's first touch-based UI, a production-level hardware management interface for command & control of autonomous assets with a focus on data visualization, scope control, & visual design. Conducted on-site usability testing sessions with AATC and veterans experienced in mission control.

## Volunteer UX Designer

May 2023 - Aug 2023

### Develop For Good

Designed a search engine for an NPO to match community partners and educational programs with art events.

## UX/UI Designer

Jan 2023 - Present

### UC Irvine Student Center

Design user-friendly mobile and web interfaces for internal & external university organization tools. Build an adaptable design system unifying 10+ enterprise software tools increasing scalability and consistency.

## Volunteer UX Designer

Oct 2022 - May 2023

### Commit the Change @UCI

Designed a desktop data visualizer and query system for an NPO to support oceanic data efforts in SoCal

## UX Design Intern

Oct 2022 - Dec 2022

### The Good

Created 4 internal style guides to streamline design processes contributing to up to a +400% conversion rate. Led team-wide research on style guides, design systems, and Figma component libraries.

## Product Design Lead

May 2022 - May 2023

### Product Association @UCI

Created and taught a 10-week curriculum in product design for a 30-student fellowship and incubator encompassing design processes, prototyping tools, market research and strategy, and pitch best practices.

## Education

2021 - 2025

### University of California, Irvine

B.S. in Informatics (specialization in Human-Computer Interaction), Minor in Sociology, 3.97 GPA

## Certificates

### Google UX Design Certificate

January 2022

### Google Project Management Certificate

July 2021

## Technicals

Figma, Framer, user research & synthesis, affinity diagramming, UXR workshops, design systems, interaction prototyping, storytelling, usability testing, data visualizations, embedded system design