

Anton Do

UX/UI Designer

Experience

OlanaAdoptions | UX/UI Designer | June 2024 - August 2024

- Created detailed **wireframes** and **interactive prototypes**, laying the foundation for a **user-centered** design that effectively addressed user needs.
- Actively gathered **user feedback** and implemented **iterative design** changes, enhancing the **user experience** and ensuring the application met user expectations.
- Improved the adoption process through a **user-friendly** web app interface, making it easier and more efficient for users to navigate the adoption journey.

Projects

Petsy | UX/UI Designer

- Designed intuitive **wireframes** and **high-fidelity prototypes** that streamlined the user journey, ensuring a seamless shopping experience on the Petsy eCommerce platform.
- Conducted **user research** and **usability testing** to identify pain points, leading to actionable insights that enhanced the site's overall usability and user satisfaction.
- **Collaborated with cross-functional teams** to align design solutions with business goals, resulting in a cohesive and visually appealing user interface that **increased** user engagement.

Education

App Academy | Fall 2022 | Remote

Immersive software development course with emphasis on pair programming

San Jose State University | August 2017 - May 2021

Bachelor of Arts in Linguistics, Minor in Business

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[Portfolio](#)

[Linkedin](#)

[GitHub](#)

Skills

Research:

User Interviews

User Persona

Usability Testing

Affinity Maps

UX/UI Design:

Design Thinking

Wireframe

Flowchart

Prototype

Informational Architecture

Technologies:

Figma

NextJs

Builder.io

Material UI

Tailwind CSS

ChatGPT

Coding Languages:

JavaScript

HTML

CSS