Daniel Nguyen.

experience.

Garmin
User Experience Design Intern, Summer 2019

Designed behavioral documentation for a car infotainment platform. Explored new functionality, user flows, and information architecture. Collaborated with my team for implementation of features. Managed meetings to explore ideas and present results with PM/UX/Dev teams.

Astro
User Experience Designer, Spring 2019

Led the creative process for my team in designing a robot dogsitter and mobile app. Conducted user research through interviews, heuristic evaluations, and usability testing. Coordinated team meetings and presentations. Designed the visual language system and user interface.

Project ARTogether
Social Media Designer, Summer - Fall 2018

Contributed to the creative direction of the company's social media accounts. Designed multimedia projects for YouTube and Twitter. Led meetings for brainstorming and production. Produced an increase of online clicks, interactions, and awareness of the nonprofit organization.

Hive Queen
User Experience Designer, Spring 2018

Collaborated on a team to design a physical hive monitoring system and mobile app. Conducted user research with beekeepers. Identified user journey maps and information architecture. Prototyped from low to high fidelity and evaluated designs with usability testing.

education.

University of Washington
Human Centered Design and Engineering, Human-Computer Interaction
2016 - 2020
3.75 GPA

expertise.

Skills

Product Design	Interaction Design		
User Research	Usability Testing		
Java	Info. Architecture		
Python	HTML, CSS, JS + jQuery		

Tools

Adobe XD	Invision
Illustrator	Sketch
Photoshop	Figma
InDesign	VS Code