

# 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 Design Intern - *half year 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**

**3.75** Cumulative GPA

*Human Centered Design and Engineering*  
*June 2020*

## expertise.

### **Skills**

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

### **Tools**

XD	Invision
Illustrator	Sketch
Photoshop	Figma
Indesign	VS Code