Daniel Nguyen

pandan.studio +1 425 215 9646 danyen125@gmail.com linkedin/in/pandang

Company	Experience
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Rubrik

Senior Product Designer / Feb 2022 - Aug 2023

Led end-to-end design for Rubrik Data Security projects, collaborating across teams to research, design, and implement features.

Redesigned the Data Security Dashboard from research to hi-fi designs, resulting in a 40% increase in customer satisfaction.

Created high-fidelity UI designs and documentation for the Product Assisted Growth concept, helping drive user growth efforts.

Drove the revamp of Rubrik Cloud Vault, redefining the product by addressing user pain points and adoption issues.

Product Designer / Dec 2020 - Feb 2022

Researched, designed, and launched Threat Hunting to 100+ users then maintained ongoing product improvements after launch.

Designed an intuitive and user-friendly Multi-Factor Authentication experience, boosting Rubrik platform security.

Collaborated on the designs for data recovery flows, streamlining the process for users to regain access to their data.

Conducted extensive usability tests to validate and iterate designs in early stages and presented findings across functional teams.

Poof.Cash

Lead Product Designer / Mar 2021 - Jun 2021

Spearheaded the key product flows and design system for the MVP release of a cryptocurrency exchange platform.

Conducted market research and analysis to understand the target audience and design a product that resonates with them.

Produced all branding design assets from logotype, icons, illustrations, and social media graphics for the company.

Implemented the product website using NextJS, ensuring cross-browser compatibility and responsive design across devices.

Garmin

UX Design Intern / Jun 2019 - Sept 2019

Assisted senior designers in creating product concepts and developing design solutions for Mercedes car infotainment system.

Created comprehensive redline documentation to provide precise design specifications to developers for accurate implementation.

Collaborated with developers to launch SiriusXM and Bluetooth capabilities for the Mercedes infotainment system.

Education

University of Washington

Bachelors of Science in Human Centered Design and Engineering / Sept 2016 - June 2020

Cum Laude

Awards Skills Tools

1st Place / Mobile App Design 2020

Best UX Award / Applied 2020

3rd Place / Dubhacks Protothon 2020

Product Design, Visual Design, User Research, Wireframing, Prototyping, Data Visualization, Information Architecture, Competitive Analysis, Branding, Front-End Development, React

Figma, Sketch, Adobe Creative Suite, Framer, Webflow, Visual Studio Code