

Michèle Huynh

UX Designer

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UX TECHNIQUES

User Research and Analysis

Information Architecture

Wireframing

Prototyping and Testing

Visual and UI Design

User-Centered Design

Concept Sketching

Design Thinking Process

SOFTWARE SKILLS

HTML / CSS

Figma

Figjam

Adobe XD

Adobe Illustrator

Adobe Photoshop

Miro

Processing

LANGUAGES

English, Native

German, Native

Chinese, Business Proficiency

Dutch, Basic

EDUCATION

BSc. User Experience Design

Sept 2019 - Nov 2022, The Hague, NL

The Hague University of Applied Sciences

EXPERIENCE

Runner-up + honorable mention for “WOW” factor

Nov 2021, The Hague, NL

Hackathon for Good 4

Together with a group of classmates, we formed a team to compete in the local Hackathon for Good - to challenge our knowledge from our studies and putting it into practice. In 48 hours our team came up with a concept to help combat deepfake technology. The end result was a full concept of a physical and online museum with a community pooled deepfake archive and interactive stations. The deliverable was a presentation pitch and an interactive clickable hi-fi prototype.

UX/UI Intern

Aug 2020 - Feb 2021, Rotterdam, NL

DPAK Digital Agency

Designed digital experiences across a scale of marketing-oriented projects for Heineken, Rosco Vision and dpdk. Responsible for daily communication with client, stakeholders and developers. Solving UX problems and examining user needs through research e.g. interviews and focus groups, testing e.g. A/B testing wireframes and designing hi-fi prototypes ready for implementation. Working collaboratively on product design systems to ensure an exceptional user experience.