

linh nguyen.

A UX/UI designer aiming to design and create meaningful experiences.

www.linhnguyenn.com
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DESIGN EXPERIENCE

Freelance Multimedia Designer | Saltus Grammar School

April 2023 - Present

- Producing visual graphics for school use, including event graphics, presentations, social media content, and annual campaigns using Adobe Creative Suite (InDesign, Photoshop, Illustrator, Lightroom).
- Communicating with the Director of Marketing in a remote work setting to ensure alignment on design objectives, and project timelines.

Graphic Designer (Co-op) | York House School

Sept 2022 - April 2023

- Designed over 100 materials for students and teachers, ensuring professionalism in a school setting and adherence to the brand guidelines.
- Created website banners for the school's landing page and event pages, and customized digital mail buttons to fit various email settings.
- Communicated with printing services to get printing proofs for brochures, magazines and secured printed marketing materials on time.

ACADEMIC EXPERIENCE

Product Designer | Bandsintown Amplify

Oct - Dec 2024

- Prototyped Bandsintown's new digital platform for local music artists and venues to connect together and schedule performances using Figma and created promotion video using After Effects.
- Assisted in 4 user interviews with current local music artists through Zoom to discover possible touchpoint for the digital experience.
- Led the visuals and interaction for the platform, leveraging user data and academic research to guide the project in the optimal direction.

UX/UI Designer & UX Researcher | Heritage Burnaby Interactive Map

Sept - Dec 2023

- Collaborated with Heritage Burnaby's curator to redesign their outdated interactive map with a community story-sharing feature, addressing client and user needs.
- Synthesized user research into personas, journey maps, and storyboards to better understand user needs and frame problem space.
- Designed activities to engage user testing participants in contributing their thoughts to the design concepts.
- Built mid-fidelity interactive prototypes for user flow and client-side in Figma.

EDUCATION

Simon Fraser University

BA. Interactive Arts and Technology
Design Concentration

Publishing Minor

January 2021 - June 2026

Kwansei Gakuin University

Japanese Language Track

April - August 2024

SKILLS

Design

Ideation, Sketching, User Research, Experience Design, Interaction Design, UI Design, Visual Branding, Wireframing, Prototyping, User Testing.

Tools

Figma
ProtoPie
Framer
Adobe Suite
(Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Lightroom)

Coding

HTML/CSS

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VOLUNTEER EXPERIENCE

Vice President of Design | SFU LYFE

July 2022 - May 2023

- Directed a team of one design coordinator and two social media coordinators to design marketing materials.
- Customized and optimized the club's website landing pages using Figma and Wordpress for specific event promotions.
- Designed graphics for the new social media's account based on the branding using Figma, which followed by 100+ followers on Instagram.

Orientation Leader | Fraser International College

September 2021

- Supported a group of 20 new college students to adapt to the new academic environment by organizing team-building activities.
- Operated a campus tour to help new international students find academic resources and support.

LANGUAGES

English
Vietnamese
Japanese

AWARDS

2019

FIC Entrance Scholarship

2021

SFU Undergrate
Open Scholarship

2024

International Mobility Award
SFU's Dean Honour Roll