

# linh nguyen.

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

www.linhnguyenn.com  
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kln3@sfu.ca

## DESIGN EXPERIENCE

### Freelance Graphic 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- Collaborated with Heritage Burnaby's curator to redesign their outdated interactive map with a community story-sharing feature, addressing client and user needs.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