



CONTACT

(813) 808-0190

Tristinenguyen147@gmail.com

SKILLSET

Visual Design

UX/UI Design

Project Management

User Research & Testing

Brand Strategy & Identity

Information Architecture

Personas & User Stories

Wireframing & Prototyping

Knowledge of Material Design

CODING

HTML5

CSS3

TOOLS

Sketch

Figma

Miro

Salesforce

InVision

Zeplin

Abstract

InVision

Draw.io

Git

GitHub

EDUCATION

Bloc.io, 2018

UX/UI Design Apprenticeship

University of South Florida, 2017

B.A. Management Information Systems

LANGUAGE

English (fluent)

Vietnamese (native)

TRISTINE NGUYEN

UX/UI DESIGNER | ATLANTA, GA

<https://Tristine0426.github.io>

I'm a designer who solves problems with empathy. My goal is to listen, learn, and experience user's frustrations. I'm excited to learn new technologies and tools to continuously bring people together.

EXPERIENCE

Global Payments

May 2021 - Present

UX Designer

- Facilitated UX design sessions with Project Manager, Business Analysts, Salesforce Developers, and Subject-Matter-Expert 4 times a week for an hour to an hour and a half toward consensus
- Defended and presented UX prototype to roughly 30 - 40 business stakeholders once a week ranging from managers, directors, to vice president level
- Advised, advocated, and influenced best UX practice
- Worked with Salesforce developers to compromise a UX/UI solution

Altisource

Jun. 2020 - Feb. 2021

UX/UI Designer for Hubzu & Equator (Altisource's sub-units)

- Collaborated with graphic designers and content writers to design banners, emails, and marketing assets for **Hubzu.com**
- Collaborated in a team of 3 designers to create a house selling dashboard for **Hubzu** investors
- Served as the main UX/UI designer for **Equator.com**
- Created a design system for **Equator.com**
- Redesigned **Equator's** home page, search results page, and property details page (currently in development)

GreenSky LLC

Mar. 2019 - Sept. 2019

UX/UI Intern

- Developed a simple and intuitive marketing style guide for other departments to use as a reference