

# Amy Nguyen —

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**PORTFOLIO:** [amiai.github.io](https://amiai.github.io)

## SKILLS

User Experience	●●●●●○
UI Design	●●●●●○
Wireframing	●●●●●●
Rapid Prototyping	●●●●●●
HTML & CSS	●●●●●○
Javascript	●●●●○○
Mobile Design	●●●●●○
Web Design	●●●●○○

## TOOLS

Figma	●●●●●●
InVision	●●●●●●
Adobe XD	●●●●●●
Marvel	●●●●○○
Photoshop	●●●●○○
Illustrator	●●●●●○
InDesign	●●●●○○
Git	●●●●○○
VS Code	●●●●●●

## EDUCATION

### RMIT University

2019 – current

Bachelor of Computer Science

## EXPERIENCE

### [ SEEK ]

(1-WEEK WORK PLACEMENT) – 2015

#### Achievements

- “Best Marketing & Pitching of a Solution Award”
- App was pitched at agency event
- Product and App Development
- Developed an app through design process, involving low-fidelity and high-fidelity mockups, as well as interactive prototypes
- Constructive Team Work

### [ MOVEMBER ]

(1-WEEK WORK PLACEMENT) – 2016

#### Achievements

- Website testing and user testing for the brand’s website
- Effective team communication during ideation and affinity mapping process
- Efficient time and organisation management skills while working with HR Team

## PROJECTS

### Study Planner App

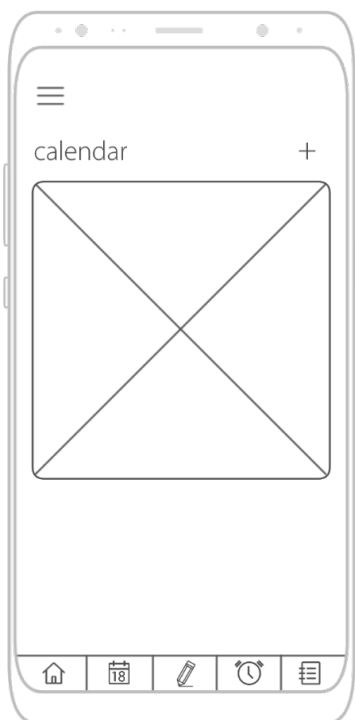
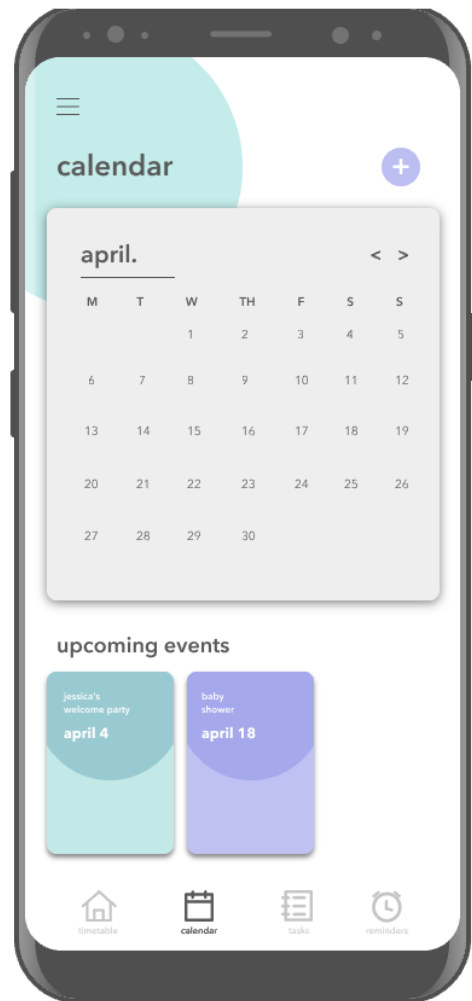
**MARCH 2019 – MAY 2019**

This was a team project for 'User Centered Design'. Our main goal was to develop an app to improve time management, productivity, and organisation.

User research provided focus on interaction and helped me discover ways to enhance user experience.

InVision was my primary design tool during this project. I used it to create high-fidelity prototypes and to conduct usability testing.

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## E-commerce App

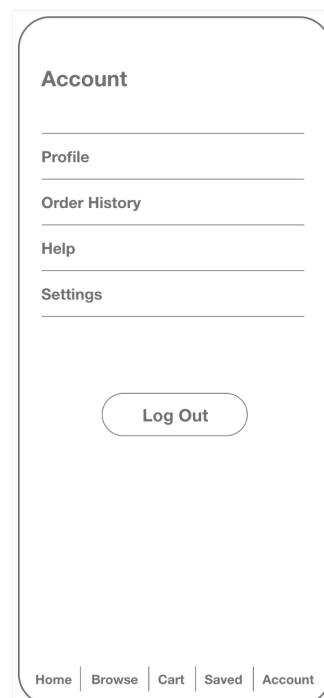
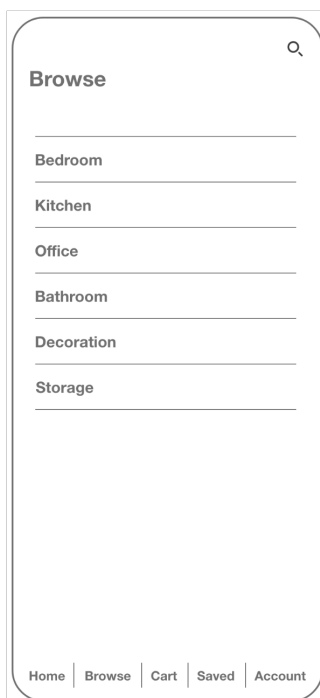
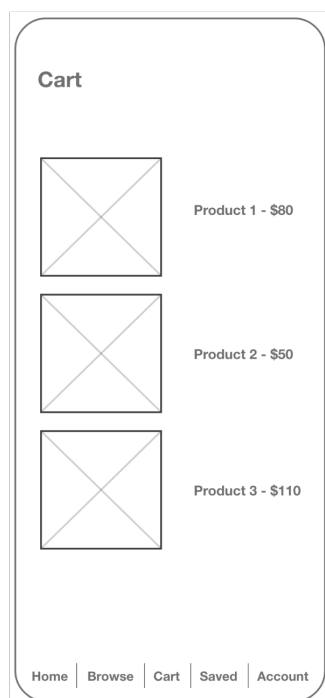
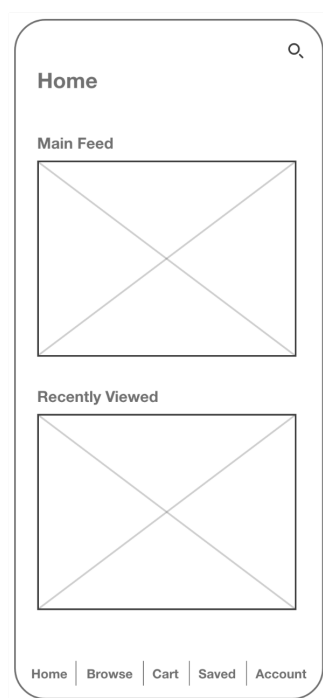
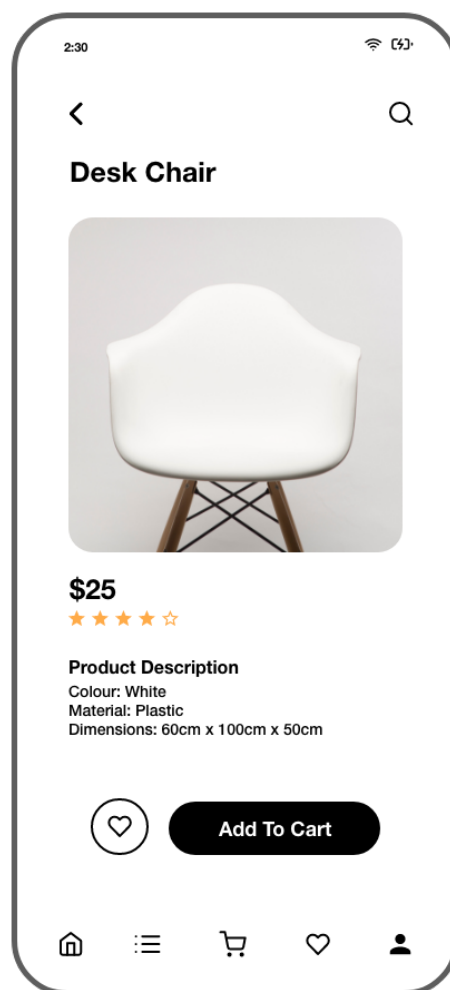
**MAY 2020 – JULY 2020**

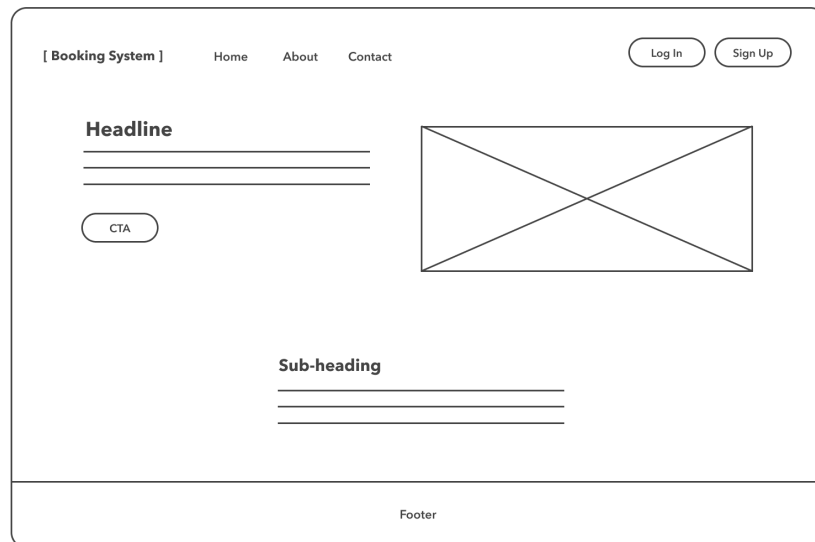
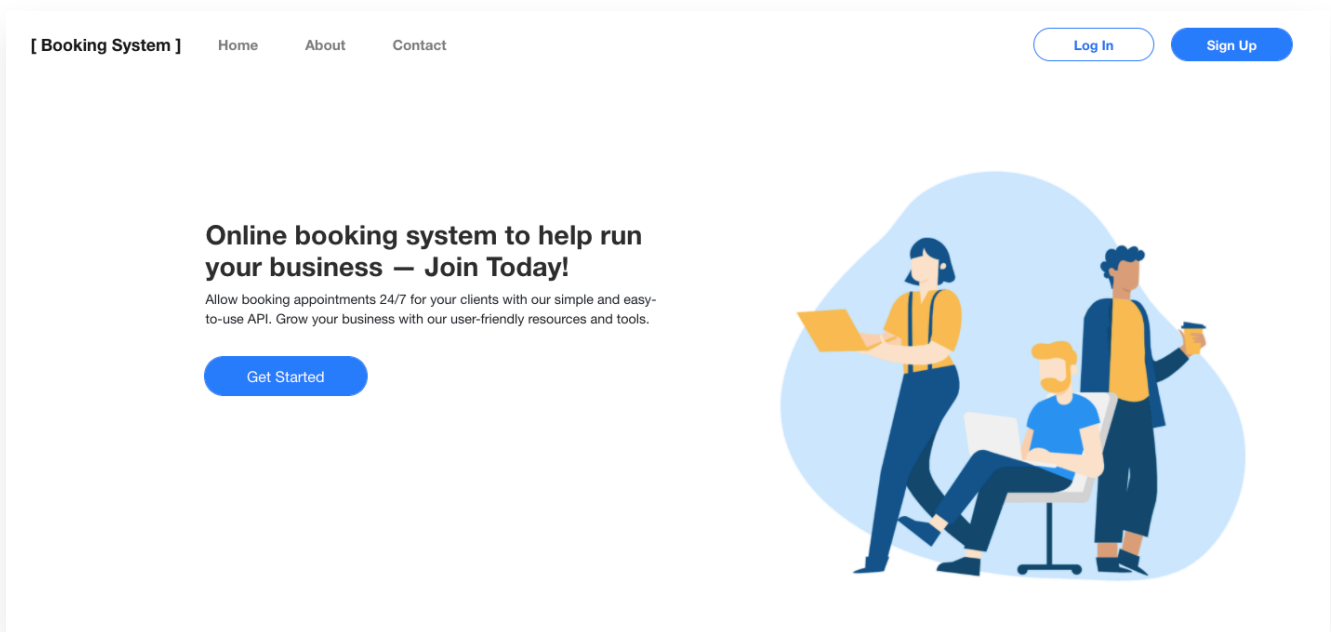
This was a personal team project focused on designing and developing a furniture E-commerce app.

I created personas, task flows and customer journey maps to grasp a better understanding of the user and how to implement this into the UX and UI design.

My primary design tool was Adobe XD, which was used for wireframing, prototyping and usability testing.

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## Booking System API

**AUGUST 2020 – OCTOBER 2020**

This was a team project '*Software Engineering: Processes & Tools*'. Our primary goal was to create a user-friendly booking API that could be integrated into online businesses in order to help manage bookings easily.

My main role in this team project was creating wireframes and frontend web development using React, HTML, and CSS. Figma was used to create wireframes and also to review the wireframes as a team using Figma's sharing feature.

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