

DAWN NGUYEN

UI/UX & VR DESIGNER



CA, USA



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http://dawnuxi.com

Design to empower people, solve human problems and create delightful experience
Passionate in AR/VR technology and aim for great challenges
Proficient in user and market research, developing conceptual diagrams, ideation, sketching, wireframes, visual mockups, prototypes and front-end development

Skills

Sketching

HTML5/CSS3

JQuery

Prototyping

Usability Testing

A/B testing

Wireframing

Analytics

Personas

Branding

Content Strategy

Agile Development

Interaction Design

Information Architecture

Video Editing

Critical Thinking

User Research

Motion Graphics

Design Thinking

3D Modeling

3D Rendering

Animation

UI/UX

VR/AR

Swift

Java

C#

Tools

Photoshop

After Effects

Illustrators

Premiere

Sketch3

Paper & Markers

Dreamweaver

Animate/Flash

Edge Animate

Proto.io

Invision

Framer

Origami

Principle

Unity3D

Cinema4D

Houdini

Solidworks

Experience

- 2017–Present

UI/UX & VR Design Engineer Intern - Syngenta US

Champaign, IL

Designing and building the lab become an interactive environment for innovation

Designing and developing interactive interface and motion graphics on digital device

Delivering high quality digital products on a timely manner

Conducting user experience research and designing web and mobile application

Participating brainstorming, ideation and project development stage.
- 2017–Present

UI/UX & VR Intern - National Center for Supercomputing Application

Champaign, IL

Designing Virtual Reality Controller and interfaces for AVL's Virtual Director software in order to improve Scientific Data Visualization Design's experience, workflows and collaboration with scientists

Designed and developed Virtual Reality experience on WebVR platform to showcase dome view production

Conducted User Experience Research and delivered excellent design strategies

Led and redesigned Advanced Visualization Lab's web interface to attract and engage the general public to computational scientific research and contents better

Produced low and medium quality prototypes to test and learning user behavior

Produced a demo of AVL's works to show in SIGGRAPH 2017 and feature on Discovery Channel
- 2016–8/2017

Video Producer - University of Illinois Housing

Champaign, IL

Filmed and edited commercial and event videos as well as design and animated motion graphics for advertisement and marketing's projects
- 2011–2013

Front-End Web Developer - Maarka Data Solutions

Irvine, CA

Designed and developed better UX/UI on the company's old website

Education



- 2015–2018
- University of Illinois, at Urbana–Champaign
- Industrial Design
- Industrial Design Society of America | Member
- Sieble Design Center VR Project | UI and VR designer
- CUBE Consulting | Design Consultant & Front-End Developer