

DAWN NGUYEN

UI/UX & VR DESIGNER



CA, USA



anhnguyen19903@gmail.com



(714) 483 4589



<http://dawnuxi.com>

Design to empower people, solve human problems and create delightful experience
Passionate in AR/VR, Artificial Intelligence and Data Visualization technology
Experienced designing and developing website, mobile app, VR app and data visualization software
Proficient in human-centered design, 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 Studio
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 for websites
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
Designed user interface and produced high-quality prototypes for data visualization software collaboration with NASA.
Designed 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
Produced a demo of AVL's works to show in SIGGRAPH 2017 and got featured on Discovery Channel
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
- 2016–8/2017 Video Producer & Motion Designer** – 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

- University of Illinois, at Urbana-Champaign**
Industrial Design - Class of 2018
Industrial Design Society of America | Member
Sieble Design Center VR Project | UI and VR designer
CUBE Consulting | Design Consultant & Web Developer

Awards

- UIUC's Student Employee of the Year 2017–2018**