DAWN NGUYEN
UX & VR DESIGNER

CA, USA anhnguyen19903@gmail.com (714) 483 4589 http://dawnuxi.com

Design to empower people, solve human problems and create delightful human-centric experience
Passionate in AR/VR, Artificial Intelligence and Data Visualization technology
Experienced designing and developing website, mobile app, VR app and data visualization software
Set a goal to design a collaborative innovative environment where everyone can come together and innovate.

Skills

Sketching	Branding	Design Thinking
HTML5/CSS3	Content Strategy	3D Modeling
JQuery	Agile Development	3D Rendering
Prototyping	Interaction Design	Animation
Usability Testing	Information Architecture	UI/UX
A/B testing	Video Editing	VR/AR
Wireframing	Critical Thinking	Swift
Analytics	User Research	Java
Personas	Motion Graphics	C#

Tools

Photoshop	Proto.io
After Effects	Mapbox Studio
Illustrators	Framer
Premiere	Origami
Sketch3	Principle
Paper & Markers	Unity3D
Dreamweaver	Invision
Animate/Flash	Houdini
Edge Animate	Solidworks

Experience

8/2018-Present Lead UX & Data Viz Designer - Corelogic Innovation Lab Santa Monica, CA
Leading Discovery and Framing Process for Business Intelligence product development
Exploring and building future innovative visions for Big Data Visualization
Leading UX Design for Geospatial Visualization project
Leading and managing VR Experience projects and keeping Corelogic on the cutting edge of leverage technology to drive business outcomes

5/2018-Present Co-Founder, Chief Designer & Visionary - Virtision.com
Leading and building UX language and Agile practices for VR experience development
Designing vision and finding innovative opportunity for Virtision's growth
Working closely with designers and engineers from end-to-end product development

8/2017-5/2018   UI/UX & VR Design Engineer - Syngenta US Champaign, IL
Designed and built the lab become an interactive environment for innovation
Designed and developed interactive interface and motion graphics for websites
Delivered high quality digital products on a timely manner
Conducted user experience research and designing web and mobile application
Participated brainstorming, ideation and project development stage.

5/2017-5/2018   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 with Honors
Industrial Design Society of America | Member
Siebel Design Center VR Project | UI and VR designer
CUBE Consulting | Design Consultant & Web Developer

Awards

UIUC's Student Employee of the Year 2017-2018