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## PORFOLIO

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Lottie:  
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## LANGUAGES

English: Communicate fluently

## HARD SKILLS

Adobe Illustrator  
Adobe Photoshop  
Sketch  
Adobe XD  
Figma  
InVision  
Zeplin  
After Effect  
Jira  
Git  
Adobe Premiere

## DESIGN SKILLS

UI/UX  
Mobile design  
Web design  
Interaction design  
Design Thinking  
Prototype design  
Illustration  
Responsive web design  
Motion Graphic  
Create LottieFiles  
3D video

## UI / UX Design

# ANH NGUYEN

**Career objectives:** Enrich my knowledges and skills in design field are my current focus. And target to develop my long-term career through contribute to the company's success while taking challenging opportunities

## EDUCATION

### Interaction-design.org - Online - 10/2016 - 10/2017

Learning about interaction design

### RIO Class - Offline - 07/2016 - 08/2016

Design class for Marketers

### Keyframe - 06/2016 - 07/2016

Advanced UI/UX Design Class - Offline

### The University of Medicine & Pharmacy at Ho Chi Minh City - 08/2011 - 12/2015

Medical Laboratory Science

## EXPERIENCES

### Lead UI/UX Team

#### REDEX.eco - 08/2021 - Present

- Word directly with stakeholder/client , PM and PO to produce appealing and compelling presentations that engaged production target.
- Created designs for different screen types and media platforms (Web app, mobile app, responsive).
- Get requirements from stakeholder and analyze it.
- Analyze and build personals, user flows, user stories.
- Create design system, wireframe, UI for application.
- Manage and assign task for team members.

### Assistant Manager UX Team

#### Samsung Research & Development Center - SHRD - 09/2019 - 08/2021

- Support team member management, knowledge transfer and training for new members.
- Learn and analyze design system (One UI).
- Word with other teams (hardware/firmware/dev team) to analyze about all products (smart TV).
- Analyze functions and design UI (mobile IOS/Android, tablet) to manage products.
- Present to headquarters to explain design ideas.

### Lead UI/UX Team

#### WUMBO Technologies - 06/2018 - 09/2019

- Communicate directly with stakeholders, PM and BA to get requirements for product ideas and analyze it.
- Created designs for different screen types and media platforms (Web app, mobile app, responsive).
- Analyze and build personals, user flows, user stories.
- Manage and assign task for team members. Training for new members.
- Analyze functions, create wireframe, design system and UI for application.

### UI/UX Designer

#### HiQ - 09/2016 - 06/2018

- Communicate directly with stakeholders, PM and BA to get requirements for product ideas and analyze it.
- Present to team to explain design ideas.
- Analyze and build personals, user flows, user stories.
- Analyze functions, create wireframe, design system and UI for application (mobile IOS/android).
- Word with other teams (hardware/firmware/dev team) to build products (IOT products).
- Design 3D videos, landing page, images... to introduce new products.