

Tri Nguyen

UX/ UI designer

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WORK EXPERIENCE

UX/ UI designer/ Fivestar apps

Sep 2020 - Present (11 mos) • Internship

Conducted user research to learn about users and their behaviour, goals, motivations and needs through observation and interview methods.

Delivered an end-to-end user flows, wireframes, prototyping, low and high fidelity mockups and designed elements with proficiency in font choice, colour scheme, typography, layout and desktop/ mobile UI.

Experience leading product orientation and strategic thinking while developing product goals, future development and making decisions based on the impact to users.

Possess excellent communication, presentation, collaboration and interpersonal skills.

Lead UX/ UI designer/ IMM: The eSignature Company

May 2021 - Jun 2021 (1 mos) • Contractor

Designed an utilities monitoring iOS and Android app. Planned and conducted user research and competitor analysis. Created personas, storyboards, wireframes, prototypes and UI components in collaboration with engineering team.

Managed a team of three. Led the creative direction for the project. Gathered and documented design requirements and communicated with stakeholder.

IT help desk/ MUFG Bank

Aug 2017 - Aug 2017 (2 weeks) • Work experience

Trained on the ServiceNow Developer program and used JavaScript to build certain functionality according to the business needs.

Explored user needs and design solution with a goal to help business keep track of their data in the most efficient way.

Worked closely with design team to create/ build/ customise a new Unified Modelling Language (UML) to build the high-level data flow diagram.

Junior Administrator/ Bestgrade Tuition

Mar 2015 - Jan 2018 (2 yrs 11 mos)

Accounting work dealt with payments and bookkeepings. Managed the tuition backend website, responsible for new worksheets are up to date and accessible for students and teachers.

Assisted admissions team and teachers, provided training for new co-workers; served up to 50 customers per day.

EDUCATION

Bachelor of Science in Computer Science and Multimedia

Queen Mary University of London

Sep 2017 - Jul 2020

Second class (Upper division)

SKILLS

Prototyping, user research, product design, interaction design, wireframing, user flows, Heuristics evaluation, usability testing.

TOOLS

Figma, Invision, Canva, Visual Paradigm.

OTHER SKILLS

HTML, CSS, Java, JavaScript and Django

VOLUNTEERING

Vice President/ Committee of Vietnamese Society at QMUL Queen Mary University

Nov 2017 - Nov 2018 (1 yr 1 mo)

Organised and collaborated events with different societies throughout UK universities. Maintained committee enthusiasm.