

crystal nguyen

ux designer & artist



crystalnguyen.me



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[/in/crystal-nguyen](#)

education

The University of Texas at Austin

B.S. Informatics

UX Design concentration

Minor in Computer Science

Aug. 2018 - May 2022 (expected)

skills

design

Interaction Design, User Flows,
User Personas, User Research,
Journey Mapping, Wireframing,
Rapid Prototyping, Lo/Hi-fi
Mockups, Visual Design

tools

Adobe CC	Invision
Figma	Sketch
Procreate	

dev

HTML, CSS, Java, C++, Python

projects

Chopstix – Lead UI Designer, UX Researcher

Personal project, concept

September 2020

Created an original app concept that is catered towards Asian cuisine and has a platform that connects foodies. Implemented solutions with design thinking and user research and created sketches, personas, wireframes, hi-fidelity mockups, and prototypes. Outlined major learning objectives, and produced comprehensive design documentation.

Dot – Lead UI Designer, UX Researcher

Personal project, concept

February 2021

Created and designed an app concept for those who need to track their menstrual cycles. Created sketches, personas, wireframes, hi-fidelity mockups, and prototypes. Outlined major learning objectives, and produced comprehensive design documentation.

MyFitnessPal Redesign – Lead UX Designer

Personal project, redesign

January 2021

Redesigned the MyFitnessPal app to have a more modernized, sleek look. Studied the app design and critiqued. Utilized color palettes and created hi-fidelity mockups that improved user experience. Documented A/B comparisons and reflections.

volunteer experience

Big Design Conference

Fall 2020

Volunteered for the Big Design conference as a member of the UX Club.