

# Crystal Nguyen

## UX Designer & Artist



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## Education

### The University of Texas at Austin

B.S. Informatics

UX Design concentration

Aug. 2018 - May 2023 (expected)

## Skills

### Design

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

### Tools

Adobe CC	Sketch
Figma	Framer
Procreate	devOps

### Development

HTML, CSS, Java, C++, Python

### Languages

English, Vietnamese

### Fun Fact

I own an Etsy shop where I do digital art commissions.

## Experience

### Commvault - UX Design Intern

June 2021 - August 2021 · Tinton Falls, NJ (remote)

- Improved and created new material for the Metallic design systems, helping transition to a new user interface.
- Led designs for the internal user interface (Lighthouse Operator) which allows for easier organization and management. Presented designs to senior engineers to ensure feasibility.
- Conducted research and comparative and competitive analysis to create wireframes and prototypes.

## Projects

### Chopstix – Lead UI Designer, UX Researcher

September 2020 - March 2021

- Created an original app concept catered towards combining Asian cuisine food reviews and a social platform. Led the design, research, and evaluation.
- Created sketches, personas, wireframes, hi-fidelity mockups, and prototypes. Implemented solutions with design thinking, user research, and user testing.
- Outlined major learning objectives and produced comprehensive design documentation. 100% of testers believed this app had potential as a competitor.

### Dot – Lead UI Designer, UX Researcher

February 2021

- Led research and design of an original app concept catered towards those who need to track their menstrual cycles.
- Implemented research findings on the cycle and outlined major learning objectives. User tested and iterated for feedback.

### MyFitnessPal Redesign – Lead UX & UI Designer

January 2021

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