

Experience

UX/UI Designer - FPT CORPORATION - PNC | Aug 2022 - Present

Employee management projects

- Collaborate with Product Designer Lead conducted research, provided solutions and designed employee management products.
- Directly gather and define requirements from Product Owner, conduct user research and develop workflows for these features.
- Develop wireframes, prototypes, and high-fidelity designs using Figma for product design.
- Participate in User Acceptance Testing (UAT) prior to product release to ensure design consistency and usability.
- Continuously maintain and contribute to our design system to ensure consistency across products, including mobile and tablet devices.

UX/UI Designer - Kakka Ltd Oct 2021 - Jul 2022

Designed web and mobile apps UX/UI for NFT games

- Farmer Market NFT Marketplace: contributed to the design system, style guide and web UI.
- Farmer World Game: designed the 2-Factor Authentication (2FA) Setting.
- Reel Cool Game: conceptualized and collaborated with artists on design Landing Page and game UI.
- The Fuel World Game: conceptualized and created layouts Landing Page and game UI.

UX/UI Designer Intern - Digital Academy Central | May 2021 - Jul 2021

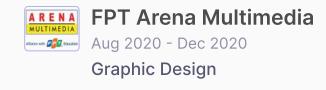
- Designed social media materials for Marketing team (Facebook cover, posts, etc.)
- Contributed shots to Academy's Dribbble page.
- Contributed to Travel UI Kit for mobile app.

Graphic Designer - Doctor Laser Clinic Dec 2020 - Mar 2021

- Designed marketing banners for social media.
- Built landing page to collect visitors' contact information.
- Designed packages for cosmetic products.

Education







Skills

- Technical: Figma / Adobe Illustrator / Adobe Photoshop
- **Design:** Information Architecture / User flow / Wireframing / Prototying / User Research / Design System / Responsive web / App Design / Design for Accessibility