

# HAO LUONG

Authorized to work for any U.S. employer (no sponsorship required)

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## WORK EXPERIENCE

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### UI/UX Designer Intern – Ra Labs

July 2024 – Present

- Overhauled redesign of thelegionai.com Webflow site with CMS collections, improving SEO and obtained #1 in SERP
- Designed customer-centric website UI components in Figma to increase customer retention and user satisfaction
- Resolved enterprise software's UX issues with sleek redesigns based on customer feedback and Google Analytics
- Communicated and visualized design ideas with storyboards, process flows, and sitemaps on interactive prototypes

### UX Designer – Finally Pockets

April 2024 – July 2024

- Designed over 60 pages of brand book and pitch deck slides for UCSD Blackstone LaunchPad competition program
- Prototyped and 3D rendered 8 packaging design mockups in Pacdora, highlighting the multisport race of tri-athletes
- Revamped online store user interface with responsive browsing features, boosting average session duration by 25%

### Project Manager – Nova Spero, Lumiere Sports

Jan 2024 – Mar 2024

- Liaison: representative for a team of 8, communicated with organization directors, major stakeholders, and founders
- Managed team agendas, planned project schedules and tasks, and led meetings for the outreach and design teams
- Developed a resource page using Squarespace for refugee families to access sporting opportunities and resources
- Outreached to 30+ local youth sports organizations in San Diego to be a sporting resource for refugee communities

### Principal, Front-End Developer and Graphic Designer – Cantonese Cultural Club UCSD

Nov 2023 – June 2024

- Developed website user interface using user-centric principles, Figma, Bootstrap 5.0, and HTML/CSS & JavaScript
- Hosted site on GitHub for 3+ months, featuring information on club activities, past events, and social media
- Designed flyer and poster graphics for social media and grew Instagram page to over 190 followers in 6 months
- Event coordinated dozens of culturally enriching events to grow UCSD's Cantonese community for 50+ participants

### Lead Graphic Designer Intern – ASCENDtials

Oct 2023 – Jan 2024

- Led graphics design team of 3 by planning team meetings, organizing team tasks, and updating team agendas
- Designed event banners and flyers using Canva that promote self and environmental care for the BIPOC community
- Coordinated decolonization art exhibition for BIPOC artists to voice their stories and culture to over 50 attendees
- Modernized ASCENDtial's brand image with new 2 logos, an up-to-date library of visual graphics, and typography

## EDUCATION

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### University of California, San Diego

Sept 2021 – June 2024

**Major:** Bachelor of Science in Cognitive Science w/ spec. in Design and Interaction

**GPA:** 3.7/4 with Provost Honors

**Coursework:** Human-Comp Interaction Design, Critical Design/Adv Studio, Design of Everyday Things, Sustainable Development Design, Research Methods, Statistical Analysis, Data Science in Practice, Aesthetics, Social Computing

## PROJECTS

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### UI/UX Designer Lead – Triton2Go Redesign

Mar 2023 – June 2023

- Led a team of 6 to redesign an improved iOS mobile app food-ordering experience using user-centered design
- Conducted usability testing on 25+ participants to identify trends and problems, with interviews and surveys
- Prototyped 5 lo-fi and hi-fi interactive wireframes using Figma that resolved existing issues on the existing app
- Delivered design solutions and results to 50+ potential stakeholders for constructive feedback and design review

## SKILLS

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**Programs:** Figma, Webflow, Adobe Creative Suite (Photoshop, Illustrator, InDesign), Canva, Excel, WordPress, Shopify

**Design Skills:** UI/UX Design, Web Design, Product Design, User Research, Prototyping, Wireframing, Communication

**Languages/Tools:** HTML, CSS, Javascript (JS), React, Bootstrap, Python, Java, Git, AutoCAD, LucidChart, Slack, Jira, Asana

**Literacy:** Cantonese (native), Vietnamese (native), English (fluent), Mandarin (basic)