Lily Nguyen
Computational Designer

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Formally trained engineer & self-taught product designer. I'm passionate about the intersection of technology and the creative arts, in all its forms.
Born, raised, and currently residing in the San Francisco Bay Area. Willing to relocate.

Work

Uber
Design Engineer
Feb. 2018—Present

Designed and built a suite of tools to help a team of 300+ designers do their best work. Involved in all stages of the product development process, from concept to mock to production code.

Contributor to Base, Uber's design system, powering experiences seen by millions worldwide.

Software Engineering Intern
May 2017—Aug. 2017

Growth and internal tools. Helped create improvements to the Uber driver signup flow, increasing UberMOTO registrations in Jakarta, Indonesia by 3%.

Chartbeat
Software Engineering Intern
June 2016—Dec. 2016

Front-end product engineer at a 75-person startup.

Created a "trending topic" discovery tool, helping attract and retain clients (e.g. New York Times, the Atlantic, CNN). Contributed to core product redesign, using React & Angular.

Education

UC Berkeley
BA, Computer Science
2014—2017
3.3 GPA

HCI emphasis. Extracurricular highlights include:

- Teaching front-end web development at Cal Hacks, the world's largest collegiate hackathon
- Leading design for Hackers@Berkeley, the school's largest STEM organization. Marketed + promoted weekly events with as many as 1,000 attendees.
- Creating a zine with lyrics generated by a recurrent neural network
- Creating a protest communication network post-2016 election, sending alerts to 500+ students daily
- Writing a viral investigative article about "white student unions," receiving worldwide press coverage (NYT, CBC Vancouver, Washington Post, etc.)
- Prototyping a text input system for the Microsoft Hololens using Framer and Unity

Skills

Design Tools

Figma, Sketch, Adobe Creative Suite, Framer

Programming Languages + Frameworks

6+ years of experience in web development (React, Node, Angular). Familiar with mobile (Android + iOS) environments, as well as prototyping in Unity.