JIMMY B. NGUYEN

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EDUCATION

University of Washington, Seattle SEP '13 - JUN '18
Bachelor of Science in Informatics, Human-Computer Interaction
Dean's List Spring 2015 - Autumn 2016

PROJECTS

Leadr, UX Designer SEP '16 - DEC '16
- Conducted user research and synthesized findings into knowledge
- Defined the overall design language and flow for the mobile app
- Created a prototype, video, and design specification as deliverables

Virtual Reality ComicCon, Associate Creative Director APR '16 - JUN '16
- Defined the overall story and look and feel of the virtual environment
- Managed the creative team to ensure a consistency of experience
- Hosted a Spring Show with over 40 attendees, including Richard Hatch

SKILLS

Design: Wireframes, Prototyping, Information Architecture, Content Strategy, Interaction Design, Mobile Design, User Studies, Value-Sensitive Design
Technical: HTML, CSS, JS, React.js, Firebase, C#, Java, MySQL

TOOLS

Figma, Sketch, Adobe Photoshop, Adobe InDesign, Adobe Premiere, SlickPlan, OptimalSort, Balsamiq, InVision, Blender, Unity3D, Audacity

LEADERSHIP

UW VRA, Software Development Lead OCT '16 - PRESENT
uwvra.com
University of Washington's Virtual Reality Association, a student organization of VR developers, designers, and enthusiasts who raises awareness for VR and makes immersive technologies accessible for all students

Pixel Husky, Finance Director JAN '16 - JUN '16
pixelhusky.com
A student organization at UW that aims to spread good design to enable the broader school community to express their creativity

AWARDS

Easy Chef, Virtual Reality Cooking Simulation OCT '16
devpost.com/software/easy-chef
Won best VR Hack at DubHacks 2016, a 800-person hackathon

SnapBlock, Virtual Reality Play Space JAN '16
devpost.com/software/snapblocks
Honorable Mention at Winfo's 5th Annual Hackathon