

## Lam Pham, Product Designer

[www.lamvpham.com](http://www.lamvpham.com)  
[linkedin.com/in/lamvpham](https://linkedin.com/in/lamvpham)  
[tolamvpham@gmail.com](mailto:tolamvpham@gmail.com)

### experience \_\_\_\_

#### **Level Home**, Product Designer

09/2022 – 12/2022

Led the initial product requirements and design prototypes of an IoT fleet management platform, focused on engineering release deployment and visualizing device telemetry for *1M+ smart devices*.

#### **Formlabs**, Product Designer

01/2022 – 04/2022

Defined a revamped entity architecture in the Dashboard 3-D printer ecosystem to simplify repetitive tasks for *4.2% of customer accounts (~50 companies)*, formalizing role-based permissions and scale access.

#### **Hack the North**, Design Lead

03/2023 - present

Leading a team of 6 product and graphic designers through ideation of brand identity and design system uniformity, designing the website, application portal, and signage for *1,800+ attendees*.

#### **CDK Global**, UX Designer

06/2021 – 08/2021

Architected the UX patterns and interactions of a new notification center for all enterprise products, launching global notification patterns in the design system to *25+ designers across 6 product teams*.

#### **BlueCat Networks**, UX/UI Designer

01/2020 – 04/2020

Championed the UX/UI redesign of a flagship product to improve the information architecture and user task flow, enhancing the user experience and comprehension of a *100+ company clientele*.

### education \_\_\_\_

#### **University of Waterloo**

09/2019 – 04/2024 (expected)

BASc, Systems Design Engineering  
Cognitive Science Minor

Coursework of human factors in design, cognitive ergonomics, human-computer interaction, and physiological psychology.

Kleiner Perkins Design Finalist 2023

### toolkit & skills \_\_\_\_

Figma, Sketch, Adobe Xd, Origami Studio, Axure Rp, Adobe CC, InVision, Principle, React, HTML/CSS/SCSS, Javascript, Node.js, p5.js, Git, Jira

Interaction & visual design, fidelity prototyping, quantitative & generative research, usability testing, information architecture, design systems.

### interests \_\_\_\_

In love with philosophy, psychology, visual arts, curating playlists, volleyball, board games, painting, salsa, and so much more.