

DANIEL HUYNH

0414 021 207 | ledanielhuynh@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

ABOUT

I am a keen and ambitious penultimate year student looking to further my career in UX/UI Design. I would also love to explore more roles in the digital space.

SKILLS

Design System
Agile Methodologies
User Interview
User Research
Usability Testing
Wireframing

TOOLS

Figma/Figjam
Adobe Suite

- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe After Effects
- Adobe Lightroom

Confluence/Linear/Jira

EDUCATION

UNSW Sydney
B. Science (Computer Science)
February 2020 - Present

WORK EXPERIENCE

Private Tutor

Self-Employed

January 2018 - Present

- Tailored educational materials for 58 students in math and general ability, addressing individual learning needs and preferences.
- Adjusted teaching styles to accommodate diverse learning methods, leading to a 22% average improvement in student assessment scores.
- Provided constructive feedback to students and parents in Vietnamese, fostering active parental involvement and maintaining a 98% parental satisfaction rate.

Factory Worker

Diversey Australia

August 2020 - August 2021

- Elevated packing rates by 15% per day through improved organisation and time management skills, contributing to enhanced overall production output.
- Trained and mentored a team of 9 new employees, ensuring their quick and effective understanding of company policies and procedures.
- Demonstrated commitment to workplace safety by consistently adhering to safety protocols and procedures, resulting in a 0% accident rate during my tenure.

EXTRACURRICULAR

IT Subcommittee

UNSW Women in Technology (WIT)

March 2023 - Present

- Improved and migrated the design system documentation to Figma, enhancing the accessibility and collaboration for our team of 10 members.
- Led the design and engineering for the WIT Empowerment Mentoring Program website, ensuring real-time updates for 10 sponsors, 40 mentors & mentees, and events throughout the program.

Program Instructor

Prodigi

February 2023 - Present

- Directed curriculum development for Prodigi's Product Innovation Program (PIP) for 45 participants over two cycles, focusing on design thinking and Figma fundamentals.
- Achieved a 90% team satisfaction rating through approachability, open communication, and valuable feedback, enhancing team dynamics and project outcomes.
- Led and guided 2 groups in Cycle 1, resulting in both teams winning prizes in the final project showcase.

UX/UI Subcommittee

UNSW Computer Science & Engineering Society (CSESoc)

January 2023 - Present

- Collaboratively designed high-quality prototypes in a team of 6 for CSESoc's flagship projects that engage with 8,000 students, utilising Figma and Adobe Creative Cloud.
- Identified and designed new UI components for CSElectives to enhance the user experience when finding university electives.
- Facilitated weekly UI reviews to ensure designs aligned with engineers' creative visions and were manageable to produce.

Publications Director

UNSW Engineering Society (EngSoc)

November 2021 - November 2022

- Crafted and shared multimedia content with Adobe Suite, effectively engaging 310,000 users on YouTube, TikTok, and Issuu, and amassing 900 subscribers across these platforms.
- Upskilled and facilitated the development of 7 subcommittee members, leading to 4 promotions to directorial positions, clearly showcasing their professional advancement.
- Revamped the EngSoc mascot, elevating member engagement by 1,100% on social media through thoughtful strategic alignment in our marketing efforts.