# Michael Dang

# **UI/UX Designer**

# Michael Dang

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Portfolio: michaeldang.com

#### Skills

#### **Design Apps:**

Figma, Adobe XD CC, Photoshop CC, Illustrator CC

#### Coding:

HTML5, CSS3, jQuery

#### Other Apps:

InVision, Zeplin, Whimsical, FigJam, Visual Studio, Clubhouse, Linear, Discord, Slack, Wordpress, Wix, Shopify, Webflow

# **Experience**

# Cardstack - UI/UX Designer

December 2021 - April 2024, Remote

- → Created user flows, wireframes, and high-fidelity prototypes to effectively communicate design concepts for desktop apps, Card Wallet mobile app, and other mobile UI/UX initiatives.
- → Designed and refreshed company web and blog sites.
- → Help establish and reinforce consistent design patterns for our design system.
- → Worked closely with cross-functional teams, including product managers, developers, and stakeholders, to ensure alignment on project objectives.
- → Conduct and oversee user research and usability testing to gather insights and refine designs based on user feedback.

#### Echobind - UI/UX Designer

September 2019 - December 2021, Remote

- → Created user flows, wireframes, and high-fidelity prototypes to effectively communicate design concepts for mobile apps such as Hoag Hospitals and ALC Schools.
- → Refreshed overall design of company website.
- → Conduct and oversee user research and usability testing to gather insights and refine designs based on user feedback.
- → Designed digital and print materials for marketing campaigns.
- → Worked closely with cross-functional teams, including product managers, developers, and stakeholders, to ensure alignment on project objectives.
- → Maintain a high level of awareness of industry trends, emerging technologies, and design innovations.

# ESL Gaming - UI/UX Designer

June 2017 - December 2023, Remote

- → Created user flows, wireframes, and high-fidelity prototypes to effectively communicate design concepts for Badlion gaming client desktop apps and web pages.
- → Designed and iterated web pages for ESEA division.
- → Worked closely with cross-functional teams, including product managers, developers, and stakeholders, to ensure alignment on project objectives.
- → Designed promo graphics for marketing campaigns and coded newsletters.
- → Provided input into design processes and methodologies, ensuring consistency and best practices across projects.
- → Help establish and reinforce consistent design patterns for the design system.

#### **AppRiver** - Web Designer

June 2014 - June 2017, Gulf Breeze, FL

- → Created sitemaps, wireframes, lo-fi and high-fidelity responsive web designs while also front-end coded the complete company website.
- → Implemented, updated and managed content of the company website.
- → Worked closely with cross-functional teams, including product managers, developers, and stakeholders, to ensure alignment on project objectives.
- → Help establish and reinforce consistent design patterns for our design system.
- → Designed print and web ads, co-branding documents and instructional materials.
- → Refreshed UI app designs for Development department.

#### Three Five Two - Web Designer

August 2011 - December 2012, Gainesville, FL

- → On-boarded new clients and web projects while managing each from start to completion.
- → Created sitemaps, wireframes, lo-fi and high-fidelity web designs while also front-end coding each project.
- → Implemented company's CMS while integrating client's content and assuring quality checks throughout web projects.
- → Designed print media for seasonal campaigns.
- → Worked closely with cross-functional teams, including other designers, product managers, developers, and stakeholders, to ensure alignment on project objectives.
- → Maintain a high level of awareness of industry trends, emerging technologies, and design innovations.

#### **Crawford Group - Web Designer Intern**

April 2010 - August 2010, Orlando, FL

- → Created print and web advertisement graphics.
- → Integrated and managed content for the company website.
- → Researched and assisted in development of advertisement campaigns.
- → Worked closely with other designers and stakeholders to ensure alignment on project objectives.

# Compu-Graphix - Graphic Designer

May 2004 - December 2006, Pensacola, FL

- → Created logos/graphics to assist organizations in brand management.
- → Designed, printed, and installed graphics on vehicles, boats, and buildings.
- → Collaborated with other designers and installers to ensure quality of work.
- → Managed multiple clients/projects from start to completion.

# **Education**

# **International Academy of Design and Technology**

Major: Bachelor of Fine Arts December 2010, Orlando, FL

# Pensacola State College

Major: Associate of Applied Science May 2007, Pensacola, FL

# Reference

# GEHA - geha.com/en

Kiel Dowlin, VP, Managing Director, Ventures Investing <u>kiel.dowlin@geha.com</u>

Cardstack - cardstack.com

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