

Michael Dang

UI/UX Designer

Michael Dang

Mobile: (850) 696-7187

Email: mdang515@gmail.com

Linkedin: [linkedin.com/in/mdang824](https://www.linkedin.com/in/mdang824)

Portfolio: michaeldang.com

Skills

Design Apps:

Figma, Adobe XD CC, Photoshop CC, Illustrator CC

Coding:

HTML5, CSS3, jQuery

Other Apps:

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

Design Process:

Define Needs -> User Research -> Ideation -> IA/User Flow -> Lo-Fi Mocks/Hi-Fi Designs -> Prototyping -> QA -> Design Handoff -> QC

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

kiel.dowlin@geha.com

Cardstack - cardstack.com

Kiel Dowlin, Project Manager

kiel.dowlin@cardstack.com

Badlion - badlion.net

Adam Ehrlich, Director of Product Management

adam@badlion.net

Echobind - echobind.com

Michael Yared, CEO

michael@echobind.com

AppRiver - appriver.com

Erik Forsberg, Manager of Media Services
eforsberg@opentext.com

Three Five Two - threefivetwo.com

Geoff Wilson, CEO
gwilson@352media.com

Switchbox - switchboxinc.com

Steve Stalder, Senior Developer
sstalder@switchboxinc.com