

# Michael Dang

Designer

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## Michael Dang

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Portfolio: [michaeldang.com](https://michaeldang.com)

Creative designer with experience in crafting intuitive user interfaces and visually striking designs for strategic communication and consumer engagement. Adept at collaborating with clients to understand their vision and deliver solutions that enhance user experience and engagement. Proven track record of delivering high-quality design projects on time, tailored to meet diverse business needs.

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## Skills

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### Design Apps:

Figma, Adobe XD, Photoshop, Adobe Suite CC

### Coding and CMSs:

HTML5, CSS3, Wordpress, Squarespace, Wix, Shopify, Webflow

### Other Apps:

InVision, Navattic, Zeplin, Whimsical, FigJam, Visual Studio, Clubhouse, Linear, Discord, Slack

### Design Process:

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

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## Experience

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### SRC16 - Freelance - Web, UI/UX Designer

April 2024 - Current, Remote

- Oversee design, development, and implementation of client projects to include UI/UX, Responsive Web/Graphic design and Content creation.
- Effectively communicate with clients to ensure success of projects.

### Cardstack - Web, 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 - Web, 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 - Web, 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, Graphic 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.

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## **Education**

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### **International Academy of Design and Technology**

Major: Bachelor of Fine Arts

### **Pensacola State College**

Major: Associate of Applied Science

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## **Reference**

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**GEHA** - [geha.com/en](http://geha.com/en)

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