

CUONG NGUYEN

COLLEGE STUDENT

■ WORK EXPERIENCE

RESEARCH ASSISTANT

since June 2021 | Bucknell University, PA, USA | Prof. Stu Thompson

Worked with a professor and two mentors on continuing the 5-year development of Ready Set Fit – a fitness app that tackled health problems among Americans.

- Renovated the app, enforcing a more user-friendly user experience through a redesign of 26+ pages and 10+ functions. The updated version increased app Impressions by 77% and Product page views by 175% (App Store/
- Developed an improved fitness program by working with a community partner while ensuring public engagement.

UX DESIGNER

August 2020 to April 2021 | Alobase Technology and Services JSC, Hanoi, Vietnam

- Led the product design process of 2 company's projects, pushing them to reach MVP versions.
- Using Figma, researched and created UI design for 2 web products (each with 50+ pages) and 1 mobile product (30+ pages along with a UI kit).
- Led the media design team using Adobe software for 2 major company-hosted community events. Promoted one of them to reach an international scale, holding an audience of 3000 college students, 23 leading corporations in the region, and 154 investment funds.

■ PROJECTS

EVER NEWS

Independent Study in Design Art | Bucknell University

Conducted User Research and later on created mobile design mockups and prototypes for the app. Ever News is a Vietnamese-based independent news platform that gives readers insights and analysis on the potential bias of different news sources.

FOOD DELIVERY APP CASE STUDY

Mobile Computing course (CSCI 315) | Bucknell University

Developed a fully working app over 3 months. 1) Designed prototypes on Figma. 2) Developed the app on Android Studio with Java.

Later on iterated and conducted UX research and a case study on the app, incorporating user research and usability test findings.

■ ADDITIONAL EXPERIENCE AND AWARDS

GOOGLE UX DESIGN CERTIFICATE

September 2022

Completed a 6-month online course learning UX skills and theories. Followed the design thinking process and conducted three case studies on designing for social goods, incorporating research studies and conducting interviews.

INNOVATION AWARD FOR BIZPITCH – BUCKNELL'S ENTREPRENEUR COMPETITION

April 2022 | Pennsylvania, United States

Pitched ideas for a new business to a panel of judges in a “Shark Tank”-style campus competition. Received the Innovation Award for the product AUGART – an Augmented Reality platform for artists to showcase and sell their 3D works.

SUSQUEHANNA VALLEY UNDERGRADUATE RESEARCH SYMPOSIUM

July 2021 | Pennsylvania, United States

Showcased and presented on previous summer university research – “Ready, Set, Fit... Teach? Student learning from long-term collaborative app development”.

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■ EDUCATION

BUCKNELL UNIVERSITY

August 2019 to May 2023 | PA, USA

Bachelor of Arts in Computer Science & Design Minor in Art Studio

Current GPA (Cumulative): 3.79 /4.0

Related coursework:

- Software Engineer and Design
- Mobile Computing
- Web Design
- Human-Computer Interaction
- Independent Study in Design Art

SOFTWARE

- Figma
- Adobe XD
- Adobe Illustrator
- Adobe Photoshop
- Webflow
- Blender, Spline
- Unreal Engine
- Tableau

SPECIALIZED SKILLS

- UI, UX
- User Research
- Wireframing
- Prototyping
- Usability Test
- Graphic Design
- Logo Design
- Android, IOS
- HTML, CSS
- Frontend (ReactJS)

■ LEADERSHIP

VP OF COMMUNICATION FOR VIETNAMESE STUDENT ASSOCIATION

since March 2020 | Bucknell University, PA, USA

Created graphic products and media for the club that attract local students. Co-organized 10+ club activities and events while providing university-wise public relations.

LET'S CONNECT

linkedin.com/in/cuongnguyen27

dribbble.com/ckuong

medium.com/@ckn006

github.com/nkcuong2761