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Portfolio

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ABOUT ME

My role as a UXer centres around putting users at the core of product design, focusing on user experience as well as improving design practices and consistency. I concentrate on creating an appealing product that users want to engage with, through strong attention to detail, pushing boundaries with visuals and integrating modern frames of reference to convey the brand.

Through my experience, I have learnt the significance of user experience and user interface to guide the aesthetics of design, and the overall impact UX have on shaping a product.

Here to make a real impact on user journeys in our everyday lives. Above all else, I want to make a difference in the world, a real, quantifiable impact.

EXPERIENCE

- cinch PresentSenior UX Designer
 - Working in squads, adopting the OKR (Objective Key Results) approach
 - Discovery and ideation with cross-disciplinary workshops
 - Running design sprint workshops
 - Conducting user research and usability testing lab sessions
 - Enhancement of existing features including optimisation experimentation
 - A/B testing working closely with the development team
 - Data analytics to improve design
 - UX research understanding our target personas, their intent, needs and dreams.
 Leveraging insights from also session recordings, heatmaps, and more
 - Maintenance of a robust design system
 - Nurturing the culture with knowledge-sharing and collaboration
 - Writing case studies on projects for company wide updates
 - Presenting regularly at show and tell
- TickX April 2018 January 2020 Lead UX/UI Designer
- Talent Works International July 2017 April 2018
 UX/UI Designer
- UK Point Of Sale October 2015 July 2017
 Senior Web Designer
- MBi Group January 2015 October 2015
 Senior Creative
- Elior December 2013 January 2015
 Digital Designer
- McDonald's Restaurants Ltd (Head Office) June 2010 December 2013
 Designer
- Plus-Two January 2011 1 day
 Graphic Designer (internship)
- X Artwork 1st July 2008 5th July 2008
 Graphic Designer (internship)
- D21 Mediaworks May 2008 July 2008
 Graphic Designer (internship)

DESIGN SKILLS

Tools		Knowledge	
Adobe XD	Miro	UX/UI design	A/B testing
Adobe InDesign	Jira Software	Wireframing	Usability testing
Adobe Illustrator	Confluence	Creativity	Accessibility
Adobe Photoshop	UserTesting	Grid and layout	Data analytics
Sketch	Maze	White space	UX research
InVision	Hotjar	Typography	Design system
Balsamiq	Trello	Colour theory	Design Sprint
		HTML/CSS	Case studies

RECOGNITION & ACHIEVEMENTS

- Projects featured on Adobe Behance
- Keynote Speaker on UX Crunch event
- Article featured on UX Collective (Medium online publishing) www.medium.com/@simon.hoang23
- Mentoring designers

EDUCATION

- BA (Hons) Degree and Higher National Diploma 2006 2010 Graphic Design - University Of Salford
- BTEC National Diploma Graphic Design 2004 2006 City College Manchester
- BTEC National Diploma Fine Art (Partial) 2003 2004
 City College Manchester
- GNVQ Intermediate Art and Design 2002 2003
 Bury College
- 8 GCSE's 1997 2002 Plant Hill High School