Andy Duong

UX Designer based in the Bay Area

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Experience

Develop for Good — UX Designer
Oct. 2024 - Feb. 2025

Led UX design for an educator facing reading companion, achieving an 83% educator satisfaction score in collaboration with 2 product managers s and 5 designers

Addressed 3 core literacy barriers by translating educator research into clear user flows and wireframes

Informed prioritized literacy intervention features through 3 weeks of moderated interviews with 7 educators

Newhouse Project Consulting — UX Designer
Jan. 2024 – April 2024

Designed a 24-page responsive website, applying consistent visual systems to improve user navigation and overall usability

Collaborated with executives to create 3 wireframe prototypes, running iterative feedback sessions to ensure design solutions aligned with business goals

Conducted competitive UX analysis of 8 websites, identifying 3 interaction patterns that informed design decisions and enhanced user experience

CreateSC — UX Designer
April 2024

Designed Dillo, an American Sign Language learning app for families with hard of hearing children, with a team of 3 designers

Delivered 20 high-fidelity prototypes within 24 hours, including wireframes and user flows for lesson plans and onboarding, demonstrating rapid iteration and attention to detail

Maintained a consistent design system, ensuring coherence across the team and enabling efficient collaboration

Education

Google UX Design
Feb. 2023

Certificate in UI/UX Design

University of California, Irvine

B.A in Business Administration - Paul Merage School of Business

Skills

Wireframing, Prototyping, Visual Design, Human Interface, Branding, Usability Testing, User Experience, User Research, Journey Maps, User Flows, Affinity Maps

Tools

Figma, Adobe Creative Suite, HTML/CSS

Hobbies

Music Production, Photography, Video Editing, Specialty Coffee, Pickleball, Gym