

# TONYA NGUYEN

TONYANGUYEN.GITHUB.IO | TONYANGUYEN@BERKELEY.EDU | 1.916.690.9903

## EXPERIENCE

### Beehive

JAN 2018 – PRESENT

#### Head of Design

Currently leading a redesign of UC Berkeley's undergraduate engineering research platform and conducting use research & product demos

### Innovative Design

JAN 2018 – PRESENT

#### UI/UX Design Consultant

Created graphics, logos, and flyers on a UI/UX focused team  
Iterated and critiqued designs with other consultants  
Communicated with clients, conducted UX research & interviews

### Digital Services

AUG 2017 – JAN 2018

#### UI/UX Designer

Built a user interface to track progress for student case workers  
Designed mockups and prototypes for mobile apps and websites  
Collaborated with engineers to implement feasible designs

### Berkeley Political Review

JAN 2017 – JAN 2018

#### Design Director

Lead a team of five designers to create a 45+ page magazine  
Spearheaded branding overhaul and magazine redesign for UC Berkeley's only non-partisan political magazine  
Created design guidelines & iterated multiple magazine designs

### Design Associate

AUG 2016 – DEC 2016

Created illustrations, infographics, and marketing material  
Pushed out design requests (illustrations, infographics) within 24-48 hours

### Office of ASUC Senator Wan

AUG 2016 – MAY 2017

#### Graphic Designer, Marketer

Drafted informational posters, flyers, and profile picture filters for dissemination on social media.  
Researched how to leverage Generation Z marketing in promotional media to improve outreach.

## ACTIVITIES

### Department of Electrical Engineering and Computer Science

#### Academic Intern, Data Structures

Clarified concepts to help students complete lab and projects

## EDUCATION

### UC Berkeley, 2020

Cognitive Science,  
Design Innovation

### Minor in Computer

Science, focus in  
HCI & Human Centered  
Design

### Relevant Coursework

Web Development &  
Design  
Human Centered Design  
Data Structures &  
Programming Methodology  
Structure & Interpretation  
of Computer Programs  
Discrete Mathematics\*

## SKILLS

### Design

User Research, Mockups,  
Wireframing, Workflows,  
Web Design, Visual  
Design

### Tools

Adobe XD, Illustrator,  
InDesign, Photoshop,  
Lightroom, Sketch,  
XCode

### Programming

Java, Python, HTML5,  
CSS3, Javascript, Swift,  
SQL, React