

# Timothy Nguyen

UX/UI DESIGNER

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## EXPERIENCE

**frog, part of Capgemini Invent**  
**Associate Consultant - UX/UI Designer**  
*April 2023 – Current*

frog is a leading global creative consultancy, part of Capgemini Invent. frog applies creativity, strategy, design and data to re-invent businesses, drive growth and orchestrate customer centric transformation.

I work with diverse companies as the UX/UI designer and consultant. My role differs for each project but some of the tasks have included facilitating and supporting user testing, orchestrating workshops to identify users' pain points, creating high-fidelity user interfaces, conducting user feedback sessions, and delivering project documentation.

**Cinemano Media**  
**Web Designer**  
*Feb 2022 – Feb 2023*

Cinemano Media is an agency that strives to create online presences for Australian businesses. Cinemano Media offers to change the online experience through content creation and web development.

I provided client consultations for web design objectives (such as creating an online presence, improving UX, SEO or conversion), designed wireframes and concepts for developers, collaborated with UI designers on high-fidelity outputs, and maintained client contentment through seamless communication with developers. I also excelled in generating comprehensive proposal decks, highlighting analytical insights and design solutions, while driving operational efficiency through the implementation of streamlined design processes and systems.

## EDUCATION

**University of Sydney**  
*Bachelor of Design Computing*  
*2018 - 2021*

## TOOLS

|             |           |
|-------------|-----------|
| Figma       | Miro      |
| Canva       | p5.js     |
| Illustrator | Photoshop |
| HTML        | Unity     |
| CSS         |           |

## SKILLS

- **Understanding User Needs**
  - via user interviews, focus groups & questionnaires.
- **Identifying Problem Context** via online ethnography, 5 whys & competitor analysis.
- **Defining Problems** via reframing & affinity diagramming
- **Exploring Current/Future Experiences** via storyboarding & user journey mapping
- **Establishing Target Audience** via user personas
- **Idea Generation** via Crazy8s, brainwriting 6-3-5 & A-B-E Inspiration
- **Prototyping** via UI wireframing, low-fidelity and high-fidelity designs in Figma
- **Valid Concepts** via usability testing, A/B testing, Heuristic evaluation & think-aloud protocol