

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