

experience

May 2023 - Present

Nutripair — UX Design Lead

- Leading the design team in creating user flows, personas, wireframes, mockups, prototypes, and production-ready handoffs.
- Incorporating user feedback, analytics, and usability findings from alpha prototype into updated designs to enhance user experience
- Coordinating with business development to roadmap product feature timelines and milestone planning for the design team.

January 2023 - May 2023

Nutripair — UX/UI Designer

- Redesigned company website and implemented with Webflow, resulting in increased user engagement and sign ups for app’s alpha testing period.
- Moderated user interviews & workshops to familiarize users with the platform prior to alpha launch.
- Extracted actionable insights through user group discussions, team feedback, & usability testing.

July 2021 - Dec 2022

Mission: Cure — UX/UI Designer

- Worked with a team of designers and developers to redesign a static desktop platform into a responsive mobile app experience.
- Produced high fidelity prototypes and developer handoffs through an iterative, agile design process.
- Evaluated usability and effectiveness of prototypes, user flows, and features.

January 2020 - August 2020

Dexcom — Product Design Intern

- Researched using various methods such as surveys, interviews, and focus groups in order to assess the usability of the Dexcom Follow app.
- Identified and iterated upon 3 major design opportunities for Dexcom Follow overhaul.
- Generated high fidelity prototypes and design artifacts for experimental features and to address pre-existing user pain points, which were well received & approved by Dexcom stakeholders.

March 2019 - June 2019

The Design Lab, UC San Diego — UX Research Assistant




- Interviewed and held focus group discussions with disabled users, who have difficulty with current transportation options, to understand their needs and how autonomous vehicles could better accommodate them.
- Conducted accessibility research, workshops, and prototyping to advise industry partners in enhancing accessibility for their future autonomous mobility offerings.

October 2018 - March 2019

Hyundai — UX Research Assistant

- Synthesized data collected from user interviews, ethnographic studies, and observations to design prototype robotaxi passenger experiences.
- Analyzed existing micro-mobility spectrum and developed research artifacts to propose market opportunities.
- Participated in simulating autonomous vehicle passenger experiences to generate actionable insights for stakeholders’ robotaxi concepts.

contact

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education

UC San Diego

B.S. Cognitive Science
(Design & Interaction)

UC San Diego —
Extension

Frontend Development
Certification

skills

- User Research
- Design Systems
- User Flows
- Product Design
- Prototyping
- Interface Design
- Interaction Design
- Usability Testing
- User Interviews
- Focus Group Discussions
- Wireframes
- Personas
- Ethnographic Studies

tools

- | | |
|----------|-----------|
| Figma | Sketch |
| Miro | Invision |
| Notion | Adobe CC |
| Jira | Google |
| Github | Analytics |
| HTML/CSS | ClickUp |