aaron truong

UX • PRODUCT DESIGNER

experience

Nutripair

IRVINE, CA

UX Design Lead MAY 2023 - PRESENT

- Leading the design team in developing wireframes, prototyping, testing, and updating existing designs for the mobile platform.
- Coordinating with business development to road-map product launch timeline and sprint planning for the design team.
- Collaborating with developers to implement updates, new features, and optimizations based on findings from alpha testing.

UX/UI Designer JAN 2023 - MAY 2023

- Redesigned existing website and deployed it using Webflow, resulting in increased user engagement and sign-ups for app's alpha testing period.
- Moderated user interviews and workshops to familiarize users with the platform prior to alpha launch.
- Conducted heuristics and usability audit of mobile app platform.

Mission: Cure

REMOTE

UX/UI Designer JULY 2021 - DEC 2022

- 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 with user testing.
- Communicated closely with product manager and stakeholders to shape product direction.

Dexcom

SAN DIEGO, CA

Product Design Intern JAN 2020 - AUG 2020

- 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.

The Design Lab UC San Diego

SAN DIEGO, CA

UX Research Assistant MARCH 2019 - JUNE 2019

- 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.

Hyundai

SAN DIEGO, CA

UX Research Assistant OCT 2018 - MARCH 2019

- 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

Front End Development
Certification

tools

Figma, Sketch, Notion, Miro, Adobe Creative Cloud (XD, Photoshop), Invision, HTML/CSS, Github, Google Analytics, Jira, Click Up, Smartlook, Sublime Text

skills

UX Design, UX Research, UI Design, Product Design, Interface Design, Interaction Design, User Research, Wireframing, Prototyping, User Testing, Usability Testing, User Interviews, Focus Group Discussions, Graphic, Web, Visual, Accessibility, Design System, Ethnographic Studies, A/B Testing, Analytics, Agile Methodology, Kanban Board