aaron truong
ux/product designer

experience

UX Designer, Mission: Cure

July 2021 – Present

Redesigning Mission: Cure desktop platform to create an interactive mobile experience with enhanced features and more opportunities for user interaction.

Product Design Intern, Dexcom

Jan 2020 – August 2020

Worked on the Dexcom Follow app over three design sprints. Conducted user research, prototyping, and usability testing to redesign and explore new features.

Presented findings & design iterations to positive stakeholder feedback and approval.

UX Research Assistant, The Design Lab @ UCSD

March 2019 – June 2019

Conducted extensive ethnographic research to gain insight into the needs of mobility-disadvantaged individuals and to explore how they would interact with future autonomous vehicles and micro-mobility options.

UX Research Assistant, Hyundai

Oct 2018 – March 2019

Analyzed current micro-mobility spectrum and identified market opportunities for stakeholders.

Synthesized findings from user interviews, ethnographic research, and observational studies to prototype Robotaxi passenger experiences and interactions.

contact

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education

UC San Diego

Sept 2016 – August 2020

B.S. Cognitive Science (Design & Interaction)

UC San Diego Extension

Front End Development Certification

tools

Figma, Sketch, Notion, Miro, Adobe Suite (Xd, Ps), Invision, HTML/CSS, Github, Google Analyics, Jira

skills

ux design, ui design product design, user research, interaction design, wireframes, prototyping, user testing usability testing, ethnographic studies, a/b testing, analytics