

DAWN NGUYEN

UI/UX & VR DESIGNER



CA, USA



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(714) 483 4589



<http://dawnuxi.com>

Design to empower people, solve human problems and create delightful experience

Passionate in AR/VR, Artificial Intelligence and Data Visualization technology

Experienced designing and developing website, mobile app, VR app and data visualization software

Proficient in human-centered design, user and market research, developing conceptual diagrams, ideation, sketching, wireframes, visual mockups, prototypes and front-end development

Skills

Sketching

Branding

Design Thinking

Photoshop

Proto.io

HTML5/CSS3

Content Strategy

3D Modeling

After Effects

Invision Studio

JQuery

Agile Development

3D Rendering

Illustrators

Framer

Prototyping

Interaction Design

Animation

Premiere

Origami

Usability Testing

Information Architecture

UI/UX

Sketch3

Principle

A/B testing

Video Editing

VR/AR

Paper & Markers

Unity3D

Wireframing

Critical Thinking

Swift

Dreamweaver

Cinema4D

Analytics

User Research

Java

Animate/Flash

Houdini

Personas

Motion Graphics

C#

Edge Animate

Solidworks

Tools

Experience

8/2018–Present UX & Data Viz Designer - Corelogic Innovation Lab Santa Monica, CA

Leading Discovery and Framing Process for Business Intelligence product development

Exploring and building future innovative visions for Big Data Visualization

Leading UX Design for Geospatial Visualization project

Actively consulting and supporting UX for other project teams

Conducting user research sessions with CFO and other executives from different banks

5/2018–Present Co-Founder - Virtision.com

Leading UX Design

Designing vision and finding opportunity for Virtision's growth

Participating in VR development and design

8/2017–5/2018 UI/UX & VR Design Engineer - Syngenta US Champaign, IL

Designed and built the lab become an interactive environment for innovation

Designed and developed interactive interface and motion graphics for websites

Delivered high quality digital products on a timely manner

Conducted user experience research and designing web and mobile application

Participated brainstorming, ideation and project development stage.

5/2017–5/2018 UI/UX & VR Intern - National Center for Supercomputing Application Champaign, IL

Designed user interface and produced high-quality prototypes for data visualization software collaboration with NASA.

Designed Virtual Reality Controller and interfaces for AVL's Virtual Director software in order to improve Scientific Data Visualization Design's experience, workflows and collaboration with scientists

Produced a demo of AVL's works to show in SIGGRAPH 2017 and got featured on Discovery Channel

Designed and developed Virtual Reality experience on WebVR platform to showcase dome view production

Conducted User Experience Research and delivered excellent design strategies

Led and redesigned Advanced Visualization Lab's web interface to attract and engage the general public to computational scientific research and contents better

Produced low and medium quality prototypes to test and learning user behavior

2016–8/2017 Video Producer & Motion Designer - University of Illinois Housing Champaign, IL

Filmed and edited commercial and event videos as well as design and animated motion graphics for advertisement and marketing's projects

2011–2013 Front-End Web Developer - Maarka Data Solutions Irvine, CA

Designed and developed better UX/UI on the company's old website

Education



University of Illinois, at Urbana-Champaign

Industrial Design - Class of 2018 with Honors

Industrial Design Society of America | Member

Sieble Design Center VR Project | UI and VR designer

CUBE Consulting | Design Consultant & Web Developer

Awards

**UIUC's Student Employee of the Year
2017–2018**