



Trillion Nguyen

Product Designer

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Summary

Experienced designer with 8 years of expertise in web and mobile UI/UX design. Passionate about design systems and creating efficient, scalable designs. Skilled in prototyping and collaborating with cross-functional teams to meet user and client needs.

Experience

Product Designer, Teamworks (October 2021 - October 2023)

- Collaborated with cross-functional teams to conceive and execute high-quality product features, solving design challenges and ensuring user-centric designs.
- Implemented process improvements to consistently meet deadlines with minimal supervision.
- Conducted user interviews and usability tests to inform design decisions.
- Audited existing design libraries, reducing UX/UI redundancy by 25% and aligning with brand standards.
- Established a system for a cohesive digital experience across multiple product lines, resulting in a 10% increase in user retention.
- Worked closely with design, engineering, and product partners to deliver scalable, responsive, and cross-platform components.

Product Designer, Noteworth (June 2020 - June 2021)

- Led design projects for native mobile and web applications, making strategic design decisions.
- Worked closely with engineering and product management teams to enhance user experiences.
- Assessed clinical and patient tools to streamline and improve the user experience.

Interaction Designer, ITX Corp (September 2019 - June 2020)

- Created visual strategies, wireframes, page layouts, interactions, prototypes, and icons.
- Developed innovative solutions for complex interface and user interaction challenges, presenting designs effectively.
- Maintained professional communication with clients and internal teams.
- Stayed updated with UX trends and conducted qualitative interviews to define goals and pain points.
- Designed user experiences from low-fidelity sketches to high-fidelity pixel-perfect mockups.
- Created rapid prototypes to validate design concepts with stakeholders and customers.

Senior Designer, Studio Misfits (February 2019 - September 2019)

- Established the look and feel for various interfaces while adhering to brand guidelines.
- Designed user-centered interaction models and screen mockups.

Product Designer, Mopro (January 2015 - November 2018)

- Collaborated with multidisciplinary teams to create user-focused concepts and solutions for web and mobile interfaces.
- Developed visual strategies, wireframes, and prototypes.
- Advised and led design integration for new feature capabilities.
- Presented and defended designs to peers and executive stakeholders.

Education

Fashion Institute of Design & Merchandising (June 2012)

Associate of Arts (A.A), Graphic Design