

How to get a job in UX

Jennifer Nguyen



**Product designer.
UCSD alumni.
I ♥ vaporwave.**

Strong Portfolio

About section

Link to resume

Contact info

Projects

Frequently Asked Questions

Should I build it myself?

Where to find inspiration?

Not enough projects?

Well designed resume

WHO I AM

I have purple hair, drink coffee often and I'm not afraid to open the terminal. I'm a meticulous designer that enjoys the relationship between technology, research, and design. Love to improve my workflow's efficiency and to expand my abilities. On my off day you'll often find me hiking, drinking more coffee, playing games, or looking for a new course to take.

TECHNICAL SKILLS

Illustrator	Maze
Photoshop	Zeplin
Indesign	UsabilityHub
Sketch	Quip
InVision	JavaScript
Git	After Effects
Html & Css	

EDUCATION

User Experience 2017 - 2018
Bloc - Space Sketch, pixel perfect design, ux, ui, inversion

Graphic Design 2013 - 2015
Seattle Central Creative Academy (AAS) - Suds Sketch, pixel perfect design, ux, ui, after effects

Graphic arts 2012 - 2013
Academy of Art University
Graphic Design, and Illustration

USER EXPERIENCE DESIGNER

BPIZANA.COM | BRIPIZ@GMAIL.COM | (253)670-4733

EXPERIENCE

User Experience Designer

Apple June 2018 - Present

- Create and manage sketch libraries and data sets for internal tools maximizing meaningful design time.
- Collaborate with other designers, developers, business teams and stakeholders to create kick-ass products that increase overall productivity.
- Create app icons for macOS and iOS apps, assess app metrics, usage, design and goals to redesign effectively.
- Support developers by answering questions and produce detailed documentation about how interactions and systems should work.

Freelance Design

July 2017 - Present Luckless Digital, Design Imports, other

- Rebranding, Design new on-brand visual elements focusing on messaging and brand.
- Remotely meet with clients to determine design vision, scopes of work, budgets and deliverable timeframes.
- Manipulate images to promote company offerings.
- Ux (surveys, research, user interviews, personas, wireframes, high fidelity mockups, ab testing) and visual design (information architecture, branding, style guide, pixel perfect design in Sketch, redlines, basic front-end coding for prototype).

Product Designer

Design Imports August 2016 - July 2017

- Design four-color and spot color products, rescaled and crop images using Photoshop, and compile client data into need formats for vendors.
- Develop and design products for stores like Wegmans, Nordstrom Rack, Bed Bath & Beyond, Spirit Halloween, and Cracker Barrel.
- Design presentations of products for sales department.
- Prepare and send final artwork to vendors to produce.

Designer

Seattle Gay News Feb. 2016 - July 2016

- Designed reader experience by developing layouts that create a more natural experience.
- Prepare and send final newspaper layout to printer.
- Create layout templates cutting design time by 50%.



Update your LinkedIn

Interview questions

Design process?

Design challenge

Tell us about a project

Why hire you?

Hiring process

Recruiter

Hiring Manager

Design team

All day in-person

Any questions?

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Feature Request
wants to search by high-level can functionality
PR P3

couldn't have > of same connector
P4 P3

add'l sec
P3

didn't know what connector config was
maybe because didn't set up themselves?
P4 P3 P4 T1

saw a maps as a guide or suggestion & revealing of product's mental modeling
P4 P3 P4

Likes auto mapping so long as there's input control / ability to edit
P4

Too much info if we presented auto mapping upfront

pref. showing maps to not showing
P4 P3

couldn't tell mapping was being done
P1 P3

needed to hunt for a map success message
P5

eye was not drawn to q'mapped parameters
P3

PROS
- Import manual mapping lists
- Disruptive guidance and a feedback loop
- Less category headers
- Less space & ability to expand

PROS

CONS

- Not enough