

# Britney Phan

## Product Designer

I'm a 2020 UVA grad seeking product design roles on the West Coast. I get excited about learning new things, solving challenging, high-impact problems, and adapting to new domains. I believe that advocating for users first will ultimately create the most successful products. I've worked on mobile fintech, design systems, and enterprise software.



## Experience

**InvestorsObserver** AUG - OCT 2020  
PRODUCT DESIGNER (CONTRACT) *Charlottesville, VA (Remote)*

Designed a complete mobile app for a stock analysis website with over 800,000 monthly users. Created high-fidelity screens and prototypes in Sketch, InVision, and Framer based on UX research. Facilitated remote usability testing to validate designs.

**Self-Employed** MAR - SEPT 2020  
FREELANCE DESIGNER *Vienna, VA (Remote)*

Clients include:

- **Kale & Flax:** Designed and modeled 6 diverse 3D characters for web and social media use for a digital agency based in Louisville, KY.
- **Gerling Touch Lab:** Designed and developed a website for a research lab using Figma, Webflow CMS, and Javascript.

**Cvent, Inc.** JUN - AUG 2019  
PRODUCT DESIGN INTERN *McLean, VA*

1 of 3 core designers working directly with developers on an Agile design system team. Contributed thorough discovery and design work on 4 major design system components, focusing on accessibility, users' needs, and designers' needs. Developed a universal handoff template for Cvent designers to encourage the use of tokens, improving overall designer-developer collaboration.

**HooHacks** FEB 2018 - MAY 2019  
MARKETING & BRANDING DIRECTOR *Charlottesville, VA*

Redesigned brand identity from "hack.UVA" to "HooHacks", and designed and developed the hackathon website ([hoo hacks.io](http://hoo hacks.io)), resulting in a 200% increase in registration from the previous year. Led all design decisions and managed a committee of students.

**Facebook, Inc.** JUN - AUG 2018  
FACEBOOK UNIVERSITY ENGINEERING  
INTERN - IOS *Menlo Park, CA*

Led the product decisions on a team of 2 other interns working to create an iOS app, guiding the team on what features to implement, creating Sketch wireframes, and designing the interaction flow, as well as contributing to the frontend and backend code.

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## Education

**University of Virginia**  
B.A. Computer Science  
May 2020 · With Distinction

## Skills

### Design

Sketch, Figma, Adobe XD  
Framer  
InVision  
Abstract  
Photoshop, Illustrator  
Webflow  
Blender3D  
Procreate

### Coding

HTML/CSS  
Javascript, jQuery  
Python, Pytorch  
Java, C++  
iOS (Objective-C)  
Django, MySQL  
Bootstrap  
AWS

## Awards & Honors

**Adobe x Airbnb Creative Jam:**  
**1st Place (out of 365 international teams)**

Designed a social travel app with scavenger hunts for Airbnb using AdobeXD

### Echols Scholar

Top 5% of incoming UVA class