

Kevin Huynh

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HIGHLIGHTS

Strong, effective communication skills

Experience communicating with others UX designers, developers, especially when pitching solution during brainstorming exercise.

UX/UI Design and Artistic skills

Working in a design sprint has enabled me to clearly illustrate solutions relating to the project. Build fluent prototypes to help demonstrate the user interface.

Proven Interpersonal skills and ability to work under pressure

Successfully completing design sprint with a team of 4, having open communication allow team members and supervisor to negotiate alternative solution when problem occur.

TECHNICAL SKILLS

Software: Adobe XD, Figma, Webflow, Photoshop, Illustrator, Affinity Designer.

UX Design: Brainstorming Exercise, Low to high-fi Wireframe, Prototyping

Illustration: Concept art, 2D design, UI design.

EXPERIENCE

Cloudtax - Toronto, Ontario

User Interface Designer (Contract)

Jan 2021 - March 2021

Cloud tax is a company that specializes in online tax filing for Canadians. My responsibilities in developing user interface design and creating a design system for the company's new IP.

- In charge of developing an intuitive interface for both website and mobile.
- Develop a Style Guide to help the company maintain consistency throughout the project.
- Conduct a competitor analysis to understand other companies' strategies.
- Develop Low-fi & High-fi wireframes for both Android and ISO native layout and revising designs.

Puddleshaker (Formally Design.Local) - Waterloo, Ontario

User Interface Designer (Internship)

June 2020 - August 2020

Recruited as a UI designer for the Front-End development team to help revamp the Design.Local website

- Participate with other team members to discuss design ideas and directions.
- Effectively structure website information architecture.
- Developing Low-fi & High-fi wireframes were done in order to finalize the layout design before constructing.
- Able to learn on the go, for example learning to impediment design on WordPress & Elementor.

Puddleshaker (Formally Design.Local) - Waterloo, Ontario

CX/SX Designer (Internship)

April 2020 - June 2020

During my internship, I was recruited into a team to help build a platform for the organization to host an engaging live virtual event.

- Engaged in a design sprint with team members to help create an engaging live virtual event.
- Organized and Create digital assets required for the virtual event.
- Conducted primary research, created an empathy map, journey map, and service blueprint.
- Worked with Social Media Strategist to design and disturb promotional ads.

Longo's Capstone - Humber College, Ontario

User Experiences Designer & UI Designer, and Customer Ambassador

(Capstone project)

February 3 - 14, 2020

The capstone project was a collaboration project with Longo's to incorporate technology into their store to improve the guest experiences and maintain customer loyalty.

- Effectively work & utilizing time in a design sprint set-up
- Conducted a shop-along with Longo's customers, asking questions and observing shopping behaviours.
- Keen on providing an optimal design solution in either Low-fi & High-fi wireframes and developing fluent Prototypes for mobile applications.

EDUCATION

User Experience Design Post-Grad Certificate, Humber College - 2020

Independent Illustration Degree, Seneca College - 2014

Art Fundamentals Certificate, Seneca College - 2012