

🌐 Truong's Portfolio

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NGUYEN KHAC TRUONG | UI/UX Designer

OBJECTIVE

- Have knowledge principles and practices of design UI/UX and prototype.
- Strong communication skills and can clearly articulate your ideas, designs and suggestions.
- Able to collaborate effectively with different team player.

PROFESSIONAL SUMMARY

- I have 5+ years experiences in UI/UX design and 3+ years experiences in Product Design.
- Strong understanding of the principles and practices of design.
- Have experience with UI/UX design, designing tools and prototyping tools.
- Strong communication skills and can clearly articulate your ideas, designs and suggestions.
- Able to collaborate effectively with different team player.
- Responsible, honest and able to work under high pressure.
- Ability to learn new technology and new trend.

EDUCATION

Information Technology — Ha Noi University of Science and Technology 9/2015 - 8/2020

WORK EXPERIENCE

Product Designer — MK1 Technology Viet Nam 6/2024 - Present

- What I Do?**
- Building Design System, UI Design.
 - Design saas & website for Japanese: Findmodel Cricle, Atpress, Bokugym
 - VietNam product: VietAccepted, Fluentgo, Số học mặt trời, ...

- My Roles:**
- Receive requests to design website and applications, learn about the field.
 - Building design system, wireframe and UI Design for website and applications
 - Build user solution for all Product: Admin to User

UI/UX Designer — Media Findme

4/2022 - 3/2024

- What I Do?**
- Building Design System, UI Design.
 - Design user flows and experiences that are simple, thoughtful and useful
 - Work with Product Manager, Business Analyst, Development and sometime client to complete the project.

- My Roles:**
- Receive requests to design website and applications, learn about the field.
 - Building design system, wireframe and UI Design for website and applications
 - Prototype for UI Design.

UI/UX Designer — Worksvn

7/2021 - 3/2022

- What I Do?**
- I joined Sancy project. Our team want connect Candidates, Human Resources and Employers. In here, Human Resources can exchange sources with others.

- My Roles:**
- Building design system, UI design, user flow and user story.
 - Support Product Owner to have good idea for product.
 - Present ideas and defend ideas form team member.
 - Build persona, user story to identify end-user.

Web Designer — SeoViet

3/2020-6/2021

- What I do?**
- Design website, Logo and other works.

- My Roles:**
- Receive requests from Business Analyst implementing the ideas conveyed by customer.
 - Estimate, plan and control quality.
 - Test UI Design before handing over the product to the customer.

SKILLS

Research	Design Flow	User Story	Logo Creator
Design Thinking	Design System	User Persona	Visual Design