

Philip Huynh

Product Designer | Design Engineer | Design Systems & Enterprise Analytics

+1 (626) 759-4559 | philip-huynh@outlook.com | Los Angeles, CA (Remote OK) | [linkedin.com/in/philip-huynh/](https://www.linkedin.com/in/philip-huynh/) | philiphuynh.com/

PROFESSIONAL SUMMARY

Product Designer / Design Engineer blending product strategy, motion, and front-end craft. Over 10 years designing consumer, e-commerce, and enterprise products from MVP to production, now leading design teams on enterprise analytics & AI products.

SKILLS

Core Skills: UX Research · Interaction Design · Prototyping · Design Systems · Motion UX (Rive)
Tools & Frameworks: Figma · Power BI · Sigma · Claude · Codex · MCP · React · Flutter/Dart · HTML/CSS
Analytics & Collaboration: Hotjar · GA4 · Optimizely · Notion · Asana · Agile Methods

PROFESSIONAL EXPERIENCE

EVOCS **Remote**
Design Lead *Dec 2025 - Present*

Design lead at a consulting firm delivering enterprise analytics, cybersecurity, and AI products across client and internal work.

- Led a 3-person design team, setting UX standards and reusable component libraries for enterprise analytics, cybersecurity, and AI-enabled products
- Designed executive and operational dashboards for an enterprise infrastructure client spanning delivery, energy, procurement, safety, and cybersecurity, consolidating siloed systems into one leadership view of performance, risk, and pending decisions
- Built production Power BI reports (semantic models, measures, filters, cross-visual interactions), carrying design past handoff into implementation and validation
- Designed governed AI experiences covering model access, sensitive-data protection, and admin oversight; led internal cybersecurity identity work and the corporate website redesign, automating WordPress SEO with MCP-connected workflows
- Built functional prototypes with Claude and Codex to pressure-test dashboard and AI workflows with stakeholders, compressing concept-to-prototype from weeks to days

Groovetime **Remote**
Product Designer *Nov 2020 - Dec 2025*

Joined at pre-seed to shape the company's product vision, real-time experiences, and scalable design system.

- Designed and shipped AI-powered social dance experience, from prototype to launch, scaling to 50K+ users
- Launched Practice Mode based on usability testing, reaching 42% adoption and influencing product roadmap priorities
- Developed a cross-platform design and motion system (variants, tokens) adopted across teams, reducing handoff cycles 25% and boosting UI consistency and delivery
- Introduced Rive for real-time motion design, replacing hand-coded animations and cutting build time by ~80%

Filmtools **Burbank, CA, USA**
Lead UI/UX Designer *May 2015 - Nov 2020*

Promoted twice in 5 years, from Junior Web Developer to Lead UI/UX Designer, leading a 3-person web team.

- Architected an API-driven fulfillment portal uniting Magento, ShipStation, and NetSuite, cutting order processing 60% and SaaS overhead 20%
- Redesigned UX architecture for a 70K+ SKU catalog, optimizing category pages, product layouts, and search to reduce time-to-find ~30%
- Rebuilt checkout into a one-step flow and migrated search from Elasticsearch to InstantSearch+, reducing cart abandonment and improving conversion relevance

EDUCATION

California State University - Northridge **2011 - 2015**
Bachelor's, Cinema & Television Arts