

# PHILIP HUYNH

## FULL STACK DESIGNER

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## PROFESSIONAL EXPERIENCE

### Groovetime

PRODUCT DESIGNER

NOV 2020 - PRESENT (3 YRS)

- Formalizing UX with research, journey maps, wireflows, mockups, and prototyping
- Constructing new design guidelines & system for consistent mobile & web experiences
- Revising final designs rapidly with engineering to cover edge case uses
- Reducing components by 50% with the help of variants, nested instances, & variables
- Assisting engineers using Dart & Flutter to fulfill last mile design gaps

### Filmtools

LEAD UI/UX DESIGNER

JAN 2019 - NOV 2020 (1.5 YRS)

- Executed an internal SaaS portal for web orders & requests to reduce email & phone communications by over 90%
- Reviewed business & technical goals with main stakeholders to help devise actionable design solutions
- Delegated with a team of 3 designers & developers across 6+ websites
- Designed solutions for vanilla B2C quoting system to boost order quotes by 40% for customers & partners

UI/UX DESIGNER

JAN 2016 - DEC 2018 (3 YRS)

- Authored wireframes & mockups using Adobe XD
- Conveyed user interactions & workflows through Axure to showcase prototypes to internal & external development teams
- Tested newly shipped designs with 100+ rule-based screen capturing videos
- Experimented on user audiences with A/B testing prior to site-wide rollouts
- Analyzed user experiences by using behavior data & monitoring through Google Analytics & Moz Analytics

JR. WEB DEVELOPER

JUN 2015 - DEC 2015 (0.5 YRS)

- Tested new modules & extensions between development, staging & production
- Coded concept arts & designs to push to production
- Produced 10+ templates for automated re-marketing campaigns using Springbot

### Live Nation / House of Blues

WEB PRODUCTION INTERN

JAN 2015 - MAY 2015 (0.5 YRS)

- Created 100+ events for concerts, live shows & festivals using front-end coding
- Identified functionality and cosmetic flaws across 40+ company & partner websites
- Coordinated marketing assets with 10+ marketing teams during national campaigns for music artists

## SKILLS

### Design

Design Documentation  
User Research  
User Journey Maps  
Wire Flows  
Visual Design  
Prototyping  
Heuristics Evaluation  
Web Design  
Graphic Design

### Software

Adobe XD  
Adobe After Effects  
Adobe Photoshop  
Adobe Premiere Pro  
Axure  
Figma  
FigJam  
IntelliJ  
Visual Studio Code

### Programming

HTML/CSS  
Dart  
SASS  
Javascript  
PHP

### Other

Content Management (CMS)  
Ad Server/Network  
Google & Moz Analytics  
Project Management  
Photography  
Videography

## EDUCATION

### CSU - Northridge

BA in Cinema & Television Arts  
Aug 2011 - May 2015