julie huynh

product designer

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METHODS

Design Studio, Design System, High-Fidelity Prototyping, Hypothesis Workshop, Information Architecture, Interaction Design, Journey Mapping, Micro-animations, Mockups, Personas, Sketching, Storyboarding, Usability Testing, User Interviews, Wireframes

TOOLS

Figma, FullStory, Lucidchart, Miro, Usertesting.com, PlaybookUX.com, Userbrain.com, Adobe Illustrator, InDesign, Photoshop, XD, Elementor Divi Builder, Squarespace, Wix, Wordpress

SKILLS

Analytics, Branding, CMS, End-to-End Product Development Process, HTML & CSS, Research, Responsive Web Design, SEO, Social Media, Typography, Visual Design, Writing

EDUCATION

Springboard
2019 - 2020
UX Design Career Track

University of California, Irvine
2009 – 2014
- Public Health Sciences (B.S.)
- Asian American Studies (B.A.)
- Relevant courses in Informatics, HCI, and Computer Science

WORK EXPERIENCE

Product Designer at CU Direct   Jan 2021 – Present
- Own user experience and user interface designs for consumer loan products (auto, personal loan, credit card)
- Work with stakeholders to collaborate on user-centered design solutions
- Design low-fidelity wireframes, high-fidelity mock-ups and prototypes, and prepare files for development
- Design and conduct unmoderated usability and moderated user interviews to gather research data for product design
- Facilitate design studio and hypothesis workshops with stakeholders for product initiatives
- Lead educational presentations on various design topics such as design thinking and journey mapping

UI Designer at Huckleberry Labs   Oct 2021 – Present
- Design high-fidelity mock-ups and prototypes (for web, tablet, and mobile in light and dark mode) for product management and development, using Huckleberry's design library
- Organized and maintained the Huckleberry design system
- Create unmoderated usability tests, observe moderated user interviews, synthesize and organize research data, and design journey maps

Graphic Designer at dtn.tech   Oct 2014 – Present
Designed artwork and assets for clients across diverse industries as an in-house designer.

Graphic & Web Designer (Freelance)   Jan 2013 – Present
Build e-commerce websites and design assets to help clients propel their business, brand, and digital footprint.

User Experience Designer at Materiall   Feb 2020 – May 2020
Worked with VP of strategy to build web and mobile platforms powered by AI/ML technology for the online retail industry.

Production Artist at ES3   Oct 2019 – March 2020
Designed proposals and training materials to digital and print specifications for automotive brands such as Mercedes, Audi, Mazda, and Volkswagen.