

Faustine Huynh

UX Designer, UX Researcher

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Skills

Research

User Research
Competitive Analysis
Usability Testing
Card Sorting
Personas
Data Analytics
Affinity Diagrams

Design

Information Architecture
Site Maps
Content Strategy
User Flows
User Interface Design
Prototyping
Wireframing

Code

HTML5
CSS3
JavaScript

Tools

Sketch 3
InVision
Axure
Photoshop CS6
Balsamiq
Illustrator
Zeplin
Final Cut

Education

UX Design Immersive

2015 - 2015
General Assembly

B.A. Human Development

2010 - 2014
University of California,
San Diego

Recent Projects

UX/UI Designer

2016 | 4 Week Hackathon Project | IBM Watson, MedicareMojo

Created a mobile app with a team of 5 designers and developers using IBM Watson and natural language classifiers to help seniors enroll in Medicare. Responsible for **wireframes**, **user flows**, **user scenarios**, and **UI**.

User Experience Designer, User Experience Researcher

2016 - 2016 | 4 Week Client Project | Hi Auto Repair

Performed client stakeholder interviews with a Senior UX Designer, user and market research, **affinity diagrams**, and **wireframes**, and **user flows** to design a digital platform for an auto repair service work order. Responsible for research, data analysis, wireframes, user flows, **UI**, and visual design.

User Experience Designer, User Experience Researcher

2015 - 2015 | General Assembly | 2.5 Week Client Project | Altitude Seven

Performed client stakeholder interviews with a team of 3 UX Designers, user and market research, affinity diagrams, **content strategy**, and **wireframes** to improve the brand voice and user engagement. Responsible for research, data analysis, and content strategy.

User Experience Designer, User Experience Researcher

2015 - 2015 | General Assembly | 2-Week Program Project | Life Alert

Conducted **user and competitive research** with a team of 3 UX designers to create **data analyses**, affinity diagrams, **sketches**, **task flows**, wireframes, and UI for a product redesign to improve the digital experience for current Life Alert users and family. Responsible for research, data analysis, and user flows.

UX/UI Designer, UX Researcher

2015 - 2015 | General Assembly | 2-Week Program Project | Timeless Toys

Performed user and market research in a solo project, **card sorting**, **information architecture**, **site map**, content strategy, user flow, and **navigation** for a brick and mortar **e-commerce** site with a goal of meeting user goals while maintaining company brand values.

Experience

Field-Researcher: Youth Basketball Coach, After-School Athletics Program

2013 - 2015 | San Ysidro & Sweetwater Union High School District

Utilized in-depth, **semi-structured interviews**, **participant observations**, and event and time sampling student-athlete behaviors to increase motivation and overall satisfaction and experience in basketball with children on a one-on-one basis.