

Thuy Luong

UX Designer

 thuyluong.com

 [LinkedIn](#)

 thuy419@gmail.com

UX Skills

- Agile development
 - B2B platforms
 - Design systems
 - Discovery workshop facilitation
 - Moderated usability testing
 - Project management
 - Usability testing
 - User interview facilitation
 - HTML/CSS
-

Education

UX Academy

Designlab

August 2021

M.S. Occupational
Therapy

American International
Coll.

August 2018

B.S. Public Health

Univ. of South Florida
August 2014

Work Experience

UX Designer | BP3 Global

November 2021 - Present

- Lead the design engagement for a [data migration platform](#) MVP, by implementing and executing on the agreed upon design strategy with a cross-functional team.
- Conduct cross-functional workshops to align the team's vision based on project goals, business requirements, IT technology parameters, and design guidelines/principles.
- Facilitate workshops in an Agile environment to enable continuous discovery in the design and development of B2B and enterprise platforms.
- Implement information architecture (IA) with diagrams, wireframes, and prototypes, in order to gain feedback from business stakeholders.
- Facilitate and synthesize findings of user research sessions to deliver UX metrics that influence business goals and priorities.
- Design and implement design systems according to the client's branding guidelines and empowering team members to uphold consistency in delivered designs.
- Lead the internal design team in developing and documenting a standardized process for team alignment and to evangelize the design process throughout the organization.

Occupational Therapist

October 2018 - November 2021

- Collaborated with patients and clients to improve outcomes utilizing in-depth expertise of human behaviors and integrating research methods for best practices.
-

UX Projects

Gitlab | Time Tracking

- Utilized Gitlab's Pajamas design system to expand on the time tracking feature within the Gitlab UI to improve productivity of individuals and teams.
- Conducted user research by evaluating the benefits of different research methods to maximize research findings for the goals of the project.

HIIT Pro | Health & Fitness

- Designed a minimum viable product by empathizing with users to develop a deep understanding of user goals and existing shortcomings during the fitness experience.
- Accomplished an end-to-end mobile app design through user research, branding, prototyping, and usability testing to craft the solution users sought.

LearnUXD | EdTech

- Designed a responsive webpage of an EdTech project to give users a simple way to accomplish their learning goals.
- Conducted and synthesized user research to design a desktop experience, which underwent usability testing to prioritize for problems for iteration.