Anthony Nguyen

916-259-6465 | anthonynguyen.ux@gmail.com | LinkedIn | Portfolio

Education

University of California - Davis — Davis, CA
Bachelor of Arts in Design — *Sep. 2025 – Present*

Sierra College — Rocklin, CA
Associate of Applied Arts & Design — *Aug. 2022 – May 2025*

Experience

IBM — Oct. 2026 – Present
UX Researcher (Contract) — *Davis, CA*

- Conducting UX research through CodeLab, a UC Davis tech club, to create a SIEM platform with SOAR capabilities, guiding user journeys and page structure
- Performing competitive analysis of competitors' log onboarding, incident investigation, and AI assistance workflows to identify gaps and prioritize improvements
- Partnering with 5 developers and 2 product designers to translate research findings into designs that can be built

#include Davis — Sep. 2026 – Present
Design Lead — *Davis, CA*

- Lead and mentor a team of **6 designers** through a client project alongside a design co-lead, teaching UI/UX, critique, and how to work with developers while guiding each member toward portfolio-ready work
- Act as the point of contact between designers, developers, and the client to keep everyone aligned on launch
- Own project delivery, managing timelines, scope, and quality standards from kickoff to handoff

Design Interactive — Apr. 2026 – Jun. 2026
Product Designer — *Davis, CA*

- Designing a tool for small business owners in a **6-week sprint** with 4 designers, a PM, and an industry mentor
- Executing the end-to-end design process: research, wireframing, usability testing, and hi-fi prototyping
- Presenting final work and rationale to industry judges for evaluation and critique

All Things Design GUM Program — Jan. 2026 – Mar. 2026
Product Designer — *Davis, CA*

- Client project: redesigned the QAC Gallery site for an Oakland LGBTQ+ arts org with 4 designers and 1 PM
- Ran competitive analysis of 5 orgs and interviews to restructure the site map, cutting navbar items from **9 to 7**
- Delivered lo-fi, mid-fi, and high-fidelity prototypes across sign-in, events, and workshop booking flows

Projects

Vendrs | *Figma, UX Research, Prototyping, Usability Testing* — Apr. – Jun. 2026

- Created a platform to help emerging small business owners scale with a team of **4 designers**
- Conducted **10 user interviews** and a survey of 20+ respondents to understand how vendors find events and grow, uncovering that recurring events bring repeat customers
- Led feature prioritization to keep the product focused and achievable within the deadline
- Designed the onboarding flow and Events Map features, refining them through usability testing

Skills

Design: Product Design, UX Research, UI Design, Wireframing, Prototyping, User Flows, Interaction Design, Visual Design, Design Systems, Graphic Design
Tools: Figma, FigJam, Figma Make, Framer, Canva
Adobe: Photoshop, Illustrator, InDesign, Premiere Pro
AI Tools: Claude (research & ideation), Claude Code
Other: HTML/CSS