

Tanner Nguyen
281-818-4160, Houston, Texas
email: tannern3@gmail.com
UX Design portfolio link: [Here](#)
Linkedin: [Here](#)

SKILLS

User Research · Usability Testing · Wireframing · Prototyping · Information Architecture · Story Mapping · Interaction Design · User Interface (UI) Design · Visual Design · Responsive Web Design · Mobile App Design · Design Systems · Site Mapping · Accessibility Principles · Journey Mapping · Basic HTML & CSS

TOOLS

Figma · FigJam · Miro · Maze · Optimal Workshop · Webflow · Notion · Google Forms · Trello · Slack · Adobe XD · Canva · Firefly AI · Typeform · Hotjar · Adobe Premiere Pro · Illustrator · Photoshop · Lightroom · Audition · Microsoft Office Suite · v0.dev · Lovable.dev · Figma Make · Supabase · VScode

EDUCATION

University of Houston, BA in Communication in Media Production & Minor in Supply Chain, Houston, Texas

CERTIFICATION

Designlab, UX/UI Designer Bootcamp · AI Prototyping Camp

EXPERIENCE

NASA Programs | Amentum, Hybrid, January 2026 – September 2026 (Contract)

User Experience Designer

- Design user-centered web applications and prototypes that support NASA scientists and engineers in mission planning, science operations, and data analysis for ISS and Artemis programs
- Create intuitive workflows, data visualizations, and feature enhancements for the EVA Mission System Software portfolio
- Develop and maintain design system components and UX standards to improve consistency, scalability, and collaboration across products.
- Utilize AI-assisted design tools, rapid prototyping methods, and modern UX workflows to improve design efficiency and accelerate iteration

Cypress Fairbanks ISD, Cypress, TX, April 2022 – December 2025

Video Production Specialist

- Manage end-to-end creative projects for district-wide communications—ranging from promotional campaigns and educational videos to internal training and community engagement content—delivering over 15 multimedia assets per quarter through a structured, user-focused workflow
- Leverage performance insights and audience behavior data to iterate on content strategy across social platforms—optimizing timing, format, and messaging through a user-centered lens—which led to a 25% increase in reach and a 15% boost in video engagement
- Produce and edit visual content with a focus on accessibility, visual hierarchy, and brand consistency—leading to a 40% increase in user engagement across internal training and community-facing platforms
- Direct live, public-facing broadcasts for district events, managing visuals, audio, and real-time production to deliver an engaging, accessible experience for a broad and diverse audience

BeavsHub, Remote, January 2025 – April 2025 (Contract)

UX/UI Designer

- Designed and launched a live academic planning platform OSU CS student, improving course discoverability and usability through structured peer reviews and visual planning tools—resulting in 30% fewer course selection errors during testing
- Collaborated directly with the stakeholder of Beavshub to redesign an existing product, aligning the interface with OSU's digital brand standards for consistency and trust—leading to improved user trust and consistency across platforms
- Conducted user research, interviews, and usability testing with OSU students to identify the pain points and validate the design solutions across multiple interactions—yielding actionable insights that informed multiple design iterations
- Built and developed a high-fidelity prototype into a functioning web app hosted live on <https://beavs-hub.vercel.app/> using real student feedback to drive continuous improvement

University of Houston, Hybrid, April 2021 – April 2022

Multimedia Specialist

- Collaborated with cross-functional teams—including designers, writers, and marketers—to ensure multimedia content aligned with brand guidelines, supported consistent user experience, and effectively communicated across digital touchpoints through a user-centered design approach.
- Designed and produced engaging multimedia assets—including videos, animations, and digital graphics—that supported university-wide marketing initiatives, enhanced user engagement, and maintained visual consistency across digital platforms.
- Contributed to digital campaign planning by creating targeted assets for email, web, and social media—helping expand audience reach and improve engagement metrics
- Incorporated user feedback and performance data to iterate on creative strategies, resulting in more impactful, audience-centered communications