

Danny Truong

User Experience (UX) Designer

[Email](#)

[Portfolio](#)

[LinkedIn](#)

Seattle, WA

UX EXPERIENCE & PROJECTS

Lead UX Designer, Huey Suncare (Externship)

Remote, July 2025 - Aug 2025

- Led an end-to-end redesign process, conducting competitive analysis, wireframing, and usability-focused iterations to address key e-commerce pain points.
- Created homepage, shop, and product detail wireframes in Figma, optimizing product discovery and reducing checkout friction.
- Partnered with the founder and stakeholders to present insights and deliver actionable recommendations, driving improvement to customer engagement and checkout success.

Mobile App Design, GottaGo (Capstone Project)

Seattle, WA, Dec 2024 - June 2025

- Designed and delivered a mobile solution to simplify group travel planning and coordination, addressing pain points uncovered through interviews and surveys.
- Developed personas, journey maps, and wireframes to guide prototype creation in Figma, ensuring designs reflected user needs.
- Conducted usability testing with 10 participants and iterated on prototypes, leading to improved task completion and smoother navigation flow.

UX Designer/Web Designer, Lunar's Pho (Freelance)

Tacoma, WA, Feb 2021 - Aug 2024

- Designed a cohesive brand identity through logo and social media assets, boosting digital engagement by 20%+.
- Built and managed the restaurant's website and online presence, improving usability and accessibility, which drove a 300% increase in web traffic.
- Conducted user interviews and usability testing with 15+ customers, then redesigned the website in Figma to deliver a seamless dining experience across devices.

UX/UI Design Intern, employHER

Seattle, WA, Jan 2021 - Jan 2022

- Designed high-fidelity UI screens (messaging and scheduling) that applied interaction design principles and increased user engagement by 50%.
- Built and documented 20+ reusable components in a scalable design system, strengthening visual consistency and cross-team collaboration.
- Created and iterated on 10+ interactive prototypes in Figma, using user flow analysis and usability testing to refine interactions and improve usability.

EDUCATION

University of Washington

B.S. Human Centered
Design and Engineering
June 2022 | Seattle, WA

Springboard

UX Design Career Track
Aug 2025 | Remote

SKILLS

Research

User Interviews
Usability Testing
Survey Design
Secondary Research
User Personas
Empathy Mapping
Affinity Mapping

UX/UI Design

Wireframes
User Flows
User Stories
Interaction Design
Information Architecture
Storyboarding
Prototyping

TOOLS

Figma / FigJam
Miro
Adobe PS | AI | XD
Microsoft Office