

PAULINE NGUYEN

PRODUCT DESIGNER

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EXPERIENCE

Paycom | Product Designer

April 2025 – Present

- Designed CRM territory management tools used by sales teams to manage accounts and optimize coverage, improving clarity of account ownership and operational efficiency.
- Led design for a mobile mileage tracking application, simplifying expense capture and improving the accuracy of travel reimbursement workflows.
- Designed and tested advanced filtering and data management tools for the Manager on the Go mobile app, enabling managers to quickly surface relevant employee and payroll data.
- Partnered closely with engineering to ensure design feasibility, maintain system consistency, and deliver polished features through development cycles.

Exer Institute | Product Designer

Nov 2023 – Mar 2025

- Led end-to-end design initiatives for a digital learning platform, partnering with stakeholders to identify product opportunities and ship user-centered solutions.
- Designed a new tutoring feature from concept through implementation, increasing student-teacher engagement and contributing to a 20% month-over-month increase in daily active users.
- Conducted user research and usability testing to identify barriers in the learning workflow and validate new interaction patterns.
- Built high-fidelity prototypes and collaborated with engineers to ensure smooth implementation and iteration post-launch.

Indie World | UI/UX Designer

Nov 2023 – May 2024

- Redesigned a mobile application experience, increasing downloads by 30% and improving engagement through simplified navigation and clearer content hierarchy.
- Created and implemented a scalable design system, improving design consistency and reducing technical debt across the product.
- Worked closely with product and engineering teams in an agile environment to prototype, test, and iterate on features.

Connect link | UI/UX Designer

Jul 2023 – Nov 2023

- Designed and prototyped RealRecipe, a user-generated content app that connects food enthusiasts globally, enhancing cultural exchange through shared culinary experiences.

EDUCATION

Wake Forest University

B.A. Art & Chemistry

SKILLS

Tools

Figma, Adobe Creative Suite (Photoshop, Illustrator, InDesign, Lightroom), Webflow, Jitter, Lottie

Design

Product Design, UI/UX Design, Rapid Prototyping, Interaction Design, Design Systems, User Research, Usability Testing, AB Testing, Information Architecture