

jennifer nguyen*

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experience*

Tixr

Product Designer

Product Design Intern, Design Systems

Aug 2025 - Present

Feb 2025 - Aug 2025

- ❖ Leveraging Claude Code to translate Figma concepts into interactive, demo-ready prototypes for new features and reimagined experiences, defining end-to-end interaction flows and enabling rapid validation through high-fidelity executive and cross-functional demos that support enterprise growth.
- ❖ Built and shipped **3** AI-powered workflows adopted by **100+** cross-functional users, enabling scalable brand and content generation through 30+ reusable templates and standardized outputs for presentations, client decks, PDFs, and internal documentation, improving cross-functional efficiency and communication.
- ❖ Designing and developing a Storybook-style documentation system to standardize component usage and improve design-to-engineering alignment across B2B and B2C products, currently expanding to **20+** global components and improving implementation fidelity across engineering workflows.
- ❖ Re-architected a scalable design system (**30+** components, **150+** tokens) using variable-based styling, reducing Figma memory usage from **20%** → **8%** and decreasing component complexity by **-30-60%**, improving consistency and execution efficiency.
- ❖ Shipped **4+** B2B and B2C features including waitlist, payment plans, resale, and membership experiences, refining end-to-end interaction flows to improve transactional experiences and reduce user friction.

Microsoft (Client)

Product Design Lead

Dec 2024 - Jun 2025

- ❖ Led a **3**-person cross-functional team on a Microsoft-sponsored UX project, defining end-to-end interaction design across **2** product concepts through research, stakeholder feedback, and delivery, and owning a Copilot-powered onboarding experience with flows, wireframes, prototypes, and **4+** AI touchpoints.
- ❖ Conducted **6** rounds of RITE usability testing, iterating through rapid experiment cycles and translating user insights into design improvements for role-aware AI interactions.

Wayfair

Product Design Intern

Jun 2024 - Aug 2024

- ❖ Designed the MVP interaction design of an internal curation platform used by **20+** stakeholders across **3** teams, supporting workflows tied to **~80%** of site traffic, and collaborating with PMs and engineers to define workflow guardrails and internal tooling that streamlined merchandising operations and improved decision consistency.

education*

University of Washington | M.S. Human Centered Design & Engineering

2023 - 2025

University of California, Irvine | B.S. Human Biology

2018 - 2021

skills*

Tools & Technical Figma, FigJam, Adobe Creative Suite, Storybook, Webflow, GitHub, Visual Studio Code, React, HTML/CSS, JavaScript, Python, AI-Assisted Design, Prompt Engineering, Generative AI, AI-Driven Design Workflows, Claude Code, ChatGPT, Gemini, Cursor, Lovable, Vercel, Jira

Design Product Design, UX Design, Interaction Design, User-Centered Design, End-to-End Design, Visual Design, Wireframing, High-Fidelity Prototyping, User Flows, Journey Mapping, Information Architecture, Interaction Patterns, Design Systems, Component Libraries, Design Tokens, Responsive Design, Mobile-First Design, Accessibility, WCAG, Inclusive Design, Design System Governance, Design Documentation

Research User Research, User Interviews, Usability Testing, RITE Testing, A/B Testing, Competitive Analysis, Qualitative Research, Heuristic Evaluation, Research Synthesis, Insight Generation, Problem Framing, Product Thinking, Data-Driven Design, Experimentation, Metrics-Driven Research, Mixed Methods Research

Collaboration Cross-Functional Collaboration, Stakeholder Management, Stakeholder Alignment, Agile Methodologies, Engineering Collaboration, Developer Handoff, Design Critique, Workshop Facilitation, Systems Thinking