

Jennifer Nguyen

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Human biology-turned-product designer passionate about simplifying complexity through systems thinking, user-centered and inclusive design, and data-informed decisions to create scalable, impactful experiences.

experience

Tixr

Product Designer

Product Design Intern, Design Systems

Aug 2025 - Present

Feb 2025 - Aug 2025

- ❖ Rebuilding and optimizing **50+** design system components by refining **150+** tokens and variables, reducing memory usage from **20%** to **8%** and improving accessibility, visual consistency, and scalability across web and native apps.
- ❖ Designing experiences across both **B2C** features and **B2B** tools, while leveraging GenAI tools (Figma Make, Bolt, Cursor) to prototype faster, iterate more effectively, and streamline design-to-dev workflows in a high-growth startup environment.

Microsoft (Sponsored)

Product Design Lead

Dec 2024 - Jun 2025

- ❖ Led a **3**-person team in a Microsoft-sponsored capstone project, coordinating research, timelines, and stakeholder feedback across **2** enterprise solutions while owning the end-to-end design of the new hire experience.
- ❖ Designed **4+** Copilot-powered touchpoints with role-aware suggestions and live AI prompts, and conducted **6** rounds of RITE usability testing to reduce friction, improve clarity, and build user confidence in internal access workflows.

Wayfair

Product Design Intern

Jun 2024 - Aug 2024

- ❖ Designed the MVP of an internal curation tool used by **3** stakeholder groups (**20+** users), powering product groupings that make up **~80%** of Wayfair's site traffic.
- ❖ Enabled new curation combinations and reduced creation time through a flexible UX and ID paste functionality.

MASAMI (Sponsored)

Product Design Lead

Jun 2023 - Aug 2023

- ❖ Led a team of **4** designers to redesign an ecommerce website experience, delivering **5+** data-driven UX improvements that enhanced usability and engagement for **40K+** annual users and are now live.

awards

UX Designer

DubsTech Protothon

May 2024

- ❖ **First Place Team** in Gaming Track among **650+** participants. Designed UI and prototyped dynamic game flow.

education

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

2023 - 2025

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

2018 - 2021

skills

Tools Figma, Sketch, Adobe Creative Suite, Miro, Jira, Trello, Webflow, Github, AI-assisted workflows (Claude, ChatGPT, Figma AI, Gemini)

UX & Product Design Wireframing, Prototyping, Interaction Design, Design Systems, Information Architecture, User Flows, Responsive Design, AI-Assisted Design, Data-Driven Design, Accessibility & Inclusive Design, Service Design

User Research User Interviews, Usability Testing, Surveys, A/B Testing, Journey Mapping, Service Blueprints, Personas, Ecosystem Maps

Process Agile Methodology, Cross-Functional Collaboration, Stakeholder Alignment, Workshop Facilitation, Project Management, Design Leadership, Feedback Iteration, Strategic Product Thinking