

# Vo Xuan Truyen UI/UX Designer

Ho Chi Minh, Vietnam   ■   truyen17031997@gmail.com   ■   (+84) 399712946   ■   Portfolio   ■   [LinkedIn](#)

## 01 PROFILE

Transitioning from Electrical Engineer to UI/UX Designer, with a passion for creativity, user experience processes, and problem-solving.

## 02 EXPERIENCE

**Oct 2024 - Mar 2026**

### **Lead UI/UX Designer, Nami Foundation**

- Develop project design concepts for product strategy from the beginning.
- Manage work of a team design of 4-5 people.
- Ensuring design quality and consistency across mobile & web products.
- Collaborated with business analyst and growth teams to identify metrics and improve products.
- Work with other departments to create the suitable process for the product team.
- Define problems and propose the solutions to project manager/stake holder.

**Nov 2022 - Oct 2024**

### **UI/UX Designer, Nami Foundation**

- Main product and system design for a complex product (Nami Exchange, Insurance, Nami Foundation, ...).
- Work closely with business analyst during design feature for mobile app, website, landing page campaign.
- Support developers and QA/QC during create new futures/update before release.

**Jan 2022 - Aug 2022**

### **Graphic Designer, Gameloft Vietnam**

- Graphic Design - Main design for media campaigns for Gameloft Vietnam and global including: Logo, poster, brochure, media post,...

**Dec 2019 - Oct 2020**

### **Machine Operator, P&G Vietnam**

- Operated and improved the two blade razor production line.
- Collaborated with team members to ensure operations were working good.

**Jul 2019 - Dec 2019**

### **Tester internship, Bosch Global Software Technologies**

- Learn new knowledge, processes, and adapt quickly.

## 03 EDUCATION

**Jul 2022 - Aug 2022**

### **Keyframe Multimedia**

UI/UX Web/Mobile App Product Design

**2021 - 2022**

### **FPT Arena Multimedia**

Graphic Design

**2015 - 2019**

### **Ho Chi Minh University of Technology and Education**

Industrial Electronic Engineer

## 04 SKILLS

Figma | Figma make | Photoshop | Illustrator | Adobe XD