# **Claire Nguyen**

UI Designer & Developer

#### **EXPERIENCE**

## UI Designer & Front End Developer | BrettOps, Lake Forest, CA (Remote)

DEC 2022 - Present

- Designed, prototyped, and developed the brettops.io website
- Implemented responsiveness, user friendliness, accessibility, and cross-browser compatibility
- Built custom Bootstrap theme for website
- Designed and developed custom slideshow template
- Created brand guidelines and logo package to reflect company persona

#### Front End Developer | Panasonic Avionics, Lake Forest, CA

AUG 2017 - FEB 2020

- Worked on a SaaS web application that allows airlines to configure themes and apps for their in-flight entertainment
- Refactored for responsiveness, user friendliness, and cross-browser support
- Improved integration between third-party site template and custom UI
- Implemented UI components according to customer specification
- Created diff tool to compare JSON theme data
- Added Excel import/export for airline theme data
- Participated in Agile Scrum and Sprint planning

#### Software Intern | Panasonic Avionics, Lake Forest, CA

FEB 2017 – AUG 2017

- Created QML test apps to test the Config Tool web app
- Contributed to a web UI for an internal test automation system

# Product Development Intern | LameStation, Lake Forest, CA

JUL 2014 - NOV 2016

- Designed packaging for LameStation DIY game console kit
- Provided design feedback on the company website
- Edited Propeller Spin language reference manual

## clairenguyen.me

Lake Forest, CA clairenguyen23@gmail.com

# **EDUCATION**

B.S. in Computer Science

University of California, Irvine 2012 – 2016

## **UX Academy**

DesignLab 2020

## Continuing Education in UX Design and Digital Art

Irvine Valley College and online courses 2019 – 2022

#### **SKILLS**

HTML, CSS, Sass, Bootstrap, Tailwind, JavaScript, jQuery, Webflow, Liquid, Twig, Tera, Markdown, JSON, Figma, Inkscape, Illustrator, responsive design, accessibility, static site generation, cross-browser compatibility, UX/UI design, wireframing, prototyping, Git, GitLab, VS Code, Marp