

☰ Christine Phan UX Designer **Résumé**

Summary

A great user experience is my end goal, which is why I continually challenge my designs, with the end product to be sustainable and engaging.

A facet of my job is to find ways to simply convey complex topics. Making people connect with the story I am telling is what I do.

I'm interested in becoming part of a dynamic, collaborative and supportive environment and to UX the heck out of a project.

Portfolio

www.christinephan.com

Social



Education

General Assembly - London
User Experience Design
Immersive Course

Certified ScrumMaster®,
Agile Practitioner (APMG),
PRINCE2® Practitioner

INTEC CNAM
Master (MAS) in Accounting

2016 Awards

Winner User Experience / Usability - KiTTi app
Winner Financial Service Mobile Strategy - KiTTi app
MOMA Awards - The Drum
Winner Most Effective Financial Service Solution - KiTTi app
Effective Mobile Marketing Awards

Skills

Bilingual-French/Vietnamese, Fluent in English, Photoshop Illustrator, InDesign, Keynote, CSS & HTML5, Axure, Type-form, Sketch3, Invision, Zeplin, FramerJS, Principle, Flinto.

Experience

Verizon, Senior UX designer

March 2018 - Present, New York

Working on a B-to-C solution for Verizon app division. Business partners are based in another state and weekly face-to-face meetings help inform and validate design decisions to deliver work on a two weeks sprint. Design progress is shared with stakeholders on a weekly basis.

Deliverables include: user flows, site map, sketches, hi-fi wireframes, document specification and prototypes. Testing storyboards and stimuli are developed in partnership with the research team after each iteration. Initiated and conducting weekly creative club to share inspirations, learn new tools, brainstorm and sketch to spark creativity.

Prophet New York, UX designer

October 2017 - December 2017, New York

Worked on a B-to-B solution for a financial institution. The cross-disciplined team was split between two locations delivering work on a two weeks sprint. Presenting UX/UI design progress to stakeholders on a weekly basis.

Produced user flows, site map, sketches, hi-fi wireframes, document specification and prototypes. UX and visual designers work collaboratively to refine the solutions. Testing storyboards are developed and challenged weekly.

Marlene Stoffers Design Ltd, UX designer

June 2017 - September 2017, New York

Worked with in-house team to produce UX work for a creative company, and for new business pitches.

Delivered research to inform and develop personas, performed user interviews and user testing. I've also done site audits and improvement recommendations, ideated, sketched and created prototypes to convey concepts and interactions. Produced hi-fi wires before working with visual designers for refinement. Deliveries were for all platforms: Mobile, tablet and desktop.

R/GA New York, UX designer

January 2017 - June 2017, New York

Worked on two projects for Verizon, designing an [app](#) and a product to be integrated within the existing structure of the [website](#).

The products were for different segments, with the team structure being cross-disciplined, using an agile framework.

Produced UX work throughout the product lifecycle from creating personas, user flows, site map, sketches, low-fi and hi-fi wireframes and document specification. UX and visual designers worked closely to refine the solutions and developed testing storyboards. We presented our findings and progress to the project stakeholders, with over 100 people on a weekly basis.

Freelance, UX designer

March 2016 - December 2016, New York

Designed with various teams at agencies or in-house. It included: [west elm](#), Studio Two Twenty LLC, Marlene Stoffers Design Ltd, USA Today and The Lathe Inc., part of GHG.