

# RACHEL NGUYEN

UX + Product Designer  
& Developer

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## Education

Expected Fall 2023

### UNIVERSITY OF CALIFORNIA, LOS ANGELES — UCLA

B.S. Cognitive Science, Specialization in Computing  
Minor in Digital Humanities / 4.0

## Experience

Winter 2023 → Present

### TOP OF NEW YORK — UX DESIGN INTERN

I conducted research on e-commerce customers, competitors, and products to understand user behavior, preferences, and pain points. With this research, I presented effective design solutions that met the needs of the company's target audience.

Spring 2022

### HCI RESEARCH GROUP — UX DESIGN ASSISTANT

I worked alongside senior researchers under the HCI (human computer interaction) group @ UCLA. I designed a mobile shopping experience with a focus on human-AI collaborative systems and presented digital prototypes to supervisors.

Summer 2022

### CREATIVE LABS — FULL STACK DEVELOPER

With a team, I created a mobile app that serves as a social media + journaling platform. I built and refined front-end components, employed a QR code scanner, and integrated Firebase to store and fetch user-generated content.

Winter 2022

### NSPIRE STUDIOS — SOFTWARE ENGINEER INTERN

I built a health service coordinator web app in ASP.NET Core with PostgreSQL. I implemented SQL query to update + display data, built corresponding front-end components, and configured libraries for various application functions such as push web notifications and telephony requests utilizing Twilio.

## Projects

### \_TURTLEMANIA | VIDEO GAME

I designed and lead a team to create an arcade-style video game in Javascript. Key features include 3D objects + animations, collision detection, shadow mapping, dynamic object instantiation, vertex and pixel shading, and mouse picking.

### \_SPOTIFYDMS | WEB APP

I authenticated and pulled from the Spotify API to create a lighthearted, personalized experience for Spotify users utilizing their top artists as phone contacts.

## Skills

