
Andy Nguyen

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UX/UI Designer

Product Designer with experience creating scalable web and mobile experiences through UX/UI design, reusable patterns, and design system thinking. Skilled in interaction design, prototyping, accessibility, and cross-functional collaboration, with a focus on delivering intuitive, consistent digital products.

WORK EXPERIENCE

Pixels and Patches • 06/2023 – Present

Product Designer | Freelance / Contract • Full-time

- Lead end-to-end product and UX/UI design for freelance and contract clients, shaping web and mobile experiences from discovery through final design.
- Design responsive interfaces, reusable components, and scalable UI patterns in Figma to improve consistency across screens and projects.
- Create user flows, high-fidelity mockups, and interactive prototypes to clarify behavior, test ideas, and strengthen usability.
- Conduct user research, competitive analysis, and usability testing to identify friction points and inform design decisions.
- Collaborate with stakeholders and cross-functional partners to translate business goals and user needs into clear, effective product solutions.

Pushpay • 11/2018 – Present

Application Design Specialist

- Designed end-to-end UX/UI for nonprofit and small business applications, shaping digital experiences from discovery through final interface design.
- Designed and helped launch approximately 1,000 distinct client applications on the App Store, creating tailored mobile experiences for nonprofit and small business organizations at scale.
- Created user flows, high-fidelity prototypes, and reusable UI patterns to improve clarity, consistency, and accessibility across client experiences.
- Presented design solutions to stakeholders and leadership, aligning user needs, business goals, and technical constraints throughout the design process.
- Applied user research and product insights to identify friction points and refine app and web experiences over time.

EDUCATION

B.A. in Digital Technology & Culture

Washington State University

SKILLS

- Accessibility
- Agile Workflows
- Competitive Analysis
- Cross-Functional Collaboration
- Design Systems
- Information Architecture
- Interaction Design
- Product Design
- Prototyping
- Responsive Design
- Stakeholder Presentation
- Usability Testing
- User Flows
- User Research
- Visual Design
- Wireframing

Tools

- Adobe Creative Suite
- ChatGPT
- Claude
- Confluence
- FigJam
- Figma
- Jira