

# Randy Huynh.

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## Work experience.

### MICROSOFT 2016 - 2017

#### Visual Designer

Led design case studies that explored the potential for virtual reality as part of the Xbox user experience.

Redesigned Windows 10 Game Bar—a component enabling users to capture and share game footage—to include performance features.

Designed iterations of the Xbox One X visual language as part of a six-person team, effectively communicating the visual goals.

Investigated best practices for virtual reality experiences in a small team of three, delivering sketches, storyboards, concept art, and prototypes; Informing decision-making for senior management.

### AXON US 2015 - 2016

#### Designer

Collaborated with marketing team to effectively message on products services.

Redesigned Taser and Axon consumer facing websites in collaboration with marketing teams.

Identified opportunities and led the redesign of company investor relations website.

### SINCLAIR BROADCAST GROUP 2014 - 2015

#### UX Designer

Designed the UX of the internal content management system now in use throughout all 233 Sinclair owned news properties.

Led the visual and UX design of news app Hometown Live as part of a three person team in collaboration with partner, Rational Design Studio.

## Relevant skills.

### CREATIVE

Photoshop — — — — —

Illustrator — — — — —

Sketch — — — —

Digital Painting — — — —

Maya — —

Aftereffects — — —

### TECHNICAL

HTML + CSS — — — — —

Framer — — —

Unity + C# — — —

Javascript — — —

## Education.

### UNIVERSITY OF WASHINGTON 2010 - 2014

#### Bachelor of Design, Interaction Design

Internships: Designer at Amazon (2013), Designer at Samsung Mobile (2013)