

LYANNA NGUYEN

Davis, CA | (408) 598-5459 | lyannanguyen21@gmail.com | [Portfolio](#)

EDUCATION

University of California, Davis

B.S. in Cognitive Science

Davis, CA

2025 – 2027

Gavilan College

A.S.-T. in Computer Science

Gilroy, CA

2022 – 2025

EXPERIENCE

UI/UX Design Director

HackDavis

Jun 2026 – Present

Davis, CA

- Direct the design for this year's event of 750+ expected attendees, defining the visual theme and branding in Figma and progressing from lo-fi sketches to mid-fi wireframes.
- Design the registration and About Us sections around storytelling, using scannable layouts that welcome first-time hackers while giving experienced hackers the details they need.
- Partner with the tech team on design-to-development handoffs, resolving last year's limitations and improving formatting.
- Set deadlines with project leads and design teammates and plan in FigJam to keep the team aligned.

UI/UX Designer & Developer Intern

UC Davis Triceratops (Contract)

Jun 2026 – Present

Davis, CA

- Build a static website on a paid contract with a team of designer-developers, consolidating information from a nearly 5,000-member Discord server and directing visitors to the club's Discord and Instagram.
- Defined 3 audience segments from 60+ survey responses and 12+ user interviews, prioritizing unaware and interested users.
- Ran a SWOT analysis of 9+ competitor sites and used affinity mapping and information architecture to guide design.
- Prototyped lo-fi to hi-fi in Figma and build the site in VS Code, GitHub, and Cloudflare, using Claude as an AI-assisted development tool toward a functional launch.

Product Designer

#Include

Jan 2026 – May 2026

Davis, CA

- Designed a website for the UC Davis Linguistics Club with designers and project leads, serving 150+ students, including undergraduate, graduate, and prospective members.
- Facilitated user research and synthesized findings into design decisions that guided development.
- Drove end-to-end product development from ideation to prototyping in a real-world client environment, owning 3 design sprints and delivering 3 key pages.

PROJECTS

Linguistics Club Website | *Product Designer, Figma*

Jan 2026 – May 2026

- Conducted user interviews and qualitative research to identify user needs, pain points, and feature priorities.
- Translated insights into wireframes and interactive Figma prototypes across multiple design sprints.
- Designed the Opportunities page to guide students through career-path exploration and reduce uncertainty.
- Partnered with developers to resolve design-to-code inconsistencies and confirm technical feasibility.

SKILLS

Design Methods: User Research, User Interviews, Affinity Mapping, Information Architecture, SWOT Analysis, Wireframing, Prototyping (Lo-Fi to Hi-Fi), Iterative Design, Design Systems, Visual Branding

Design Tools: Figma, FigJam, Adobe Illustrator, Canva

Development & Collaboration: Design-to-Dev Handoff, VS Code, GitHub, Cloudflare, AI-Assisted Development (Claude), Notion