



CINDY NGUYEN

UI/UX DESIGNER

FIND MY WORK

WEBSITE
skindy.com

DRIBBLE
dribbble.com/skindy

LINKEDIN
linkedin.com/in/skindyz

WHAT I'M GOOD AT

User Interface Design
User Experience Design
Web Design/Development
Illustration

WHAT I KNOW

DESIGN
After Effects
Balsamiq
Flash
Illustrator
InDesign
Omnigraffle
Photoshop
Sketch

PROJECT MANAGEMENT
Confluence
Hansoft
JIRA

EVERYTHING ELSE
GIT
Perforce
SVN

FIND ME

EMAIL SKINDY@SKINDY.COM
PHONE 323-538-9814

EDUCATION

SEP 2004 TYLER SCHOOL OF ART, TEMPLE UNIVERSITY
MAY 2009 BACHELOR OF FINE ARTS
BFA in Graphic and Interactive Art Design

EXPERIENCE

MAY 2015 THE WORKSHOP ENTERTAINMENT
CURRENT UI/UX DESIGNER
Currently designing UI for a PC arena-shooter called PWND and turn-based tactics game, XCOM2 for console. Concepted and designed both the UI and UX of the PVE part of the PC MMO, Armored Warfare.

MAY 2013 SPOKEO
DEC 2014 WEB DESIGNER
Worked on rapid prototyping interactions, animations, and the onboarding process of Family.me.

SEP 2012 PLAYTIKA SANTA MONICA
FEB 2013 SENIOR UI DESIGNER
Designed the new UI for the popular Facebook and mobile game, Bingo Blitz.

FEB 2012 SOJO STUDIOS
SEP 2012 LEAD UI DESIGNER
Designed the UI for Joy Kingdom, a play-for-charity Facebook game endorsed by Ellen Degeneres and Joy Pets, an Android pet game.

JAN 2011 METEOR GAMES
DEC 2011 SENIOR UI/GRAPHIC DESIGNER
Lead UI Designer on Serf Wars, a casual MMO Facebook game while also helping on Neopets: Treasure Keeper, and Island Paradise.