Elise Nguyen

UX Designer II

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Work Experience

Amazon, UX Designer

Nov 2023 - Present

- Owned color writing and annotation experience for Kindle's debut e-ink color display Colorsoft Scribe.
- Led design of first-ever collaboration between Goodreads and Amazon Your Books, enabling users to browse, filter, and shop their Goodreads Want to Read titles on Amazon.
- Contributed to e-reader design system, including creating reusable Figma components, tokens, and variables.
- Audited and redesigned Kindle core e-reader pages to pass accessibility guidelines, creating an inclusive reading experience.
- Designed CX updates to Kindle library, including A-Z scrubber, hide content, and AI book descriptions.

Amazon, UX Design Intern

Jun 2022 - Aug 2022

- Designed 25 reusable components to help designers work more efficiently and create a consistent user experience.
- Taught Kindle designers how to use new design system through interactive lunch and learn sessions.

MongoDB, Product Design Intern

Jun 2021 - Aug 2021

- Led the design of highly-requested AWS PrivateLink feature, enabling MongoDB's 26,800+ customers to securely use company products.
- Spearheaded redesign of MongoDB billing alerts.

Blue Yonder, UX Design Intern

Jan 2021 - May 2021

- Redesigned screens for User Roles & Permissions in Figma, improving user experience for administrators.
- Reimagined user profile with focus on personalization and data analytics. Collaborated closely with chief design officer.

Disney, Front-end Developer Intern

Jun 2020 - Dec 2020

- Implemented Google AMP-enabled articles on all Disney-branded websites (~54.5 million users) to improve mobile loading time, user retention, and search rankings.
- Achieved Apdex performance rating of 0.95 (Excellent) and 90.4% end user satisfaction.
- Demoed to web product, legal, privacy, QA, and SEO teams
- Created high-fidelity prototypes of e-commerce flows to enhance Disney Parks & Resorts Digital guest experience.

Education

University of Southern California

B.A. Cognitive Science, Minor in 3D Animation

Aug 2018 - Dec 2022

Presidential Scholar, Viterbi Engineering Award, Aaron Cheney Games Scholar, PwC Grace Hopper Scholar, Rewriting the Code (RTC) Fellow

Skills

UX Skills

User journey map, Wireframe, High fidelity prototype, Accessibility, Product strategy, User research

Design Tools

Figma, AdobeXD, Sketch, Photoshop, Illustrator, After Effects, Autodesk Maya, Blender3D, usertesting.com, dScout

Development

C++, Java, JS, HTML/CSS/Sass, React, Ruby on Rails, SQL