

An (Andy) Nguyen

Product Designer

10 years of experience in shipping products that excel in design quality and user experience. I'm fascinated about leveraging AI to blur the boundary between Design, Engineering and Product and elevate team's efficiency.

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Work experience

Staff Product Designer

Jan 2024 - May 2026

 **Meta**

- Shipped Meta's first workspace management product. This provided comprehensive insights and analytics about workspace utilization, employees and their behaviors and allowed leaders to make desk assignment decisions and measure their effectiveness throughout the year. Leveraged an AI-focused framework to accelerate cross-functional collaboration, allowing the team to ship a complete MVP within 6 months.
- Shipped the automated desk assignment tool, reducing manual work for the Facility planners while providing hiring managers visibility into the desk statuses of their new hires and current employees.
- Shipped a 5-year design vision for GWS Hub, a centralized platform for all workspace and campus analytics.
- Led a team of 3 designers to ship the new design of Pulse, Meta's internal survey and analytics tool, centralizing all insights and analytics capabilities under a single platform.
- Shipped the XDS 2.0 design system, elevating the design and user experience for products across Enterprise Engineering, Infra and Supply Chain.

Senior Product Designer

Feb 2021 - Dec 2023

 **Meta**

- Shipped V2 of the Indirect Tax product, introducing automation and new features that improving the collaboration between Meta's Accounting and Tax team and external partners like PWC, Accenture and Deloitte.
- Shipped a 5-year design vision for Tax and Accounting products while getting alignment with Product leadership on short and long term solutions.
- Co-led the redesign project of the Accounting Hub, centralizing all accounting processes and collaboration with external firms like Accenture and PWC into a single platform.

Junior Product Designer

Apr 2019 - Jan 2021

 **Meta**

- Shipped Meta's first Indirect Tax platform, automating annual filing process and optimizing Meta's budget.
- Partnered with UX researchers to conduct multiple foundational researches and deliver a comprehensive library of all user profiles across Tax and Accounting and a process map detailing touch points within all filing processes.
- Shipped multiple new design patterns, contributing to the design system.

Junior Product Designer

Apr 2018 - Feb 2019

 **Flexpay by Upgrade (formerly Uplift)**

- Shipped (from concept to engineer hand-off) 2 travel agent platforms, used by almost 3000 travels agents across the US and Canada, and generating more than \$50 million in annual revenue.
- Shipped Uplift's new brand identity including logo, color palette, and typography.
- Shipped the redesign of the core user flow flow with the latest branding guidelines while introducing new features, components and compliance regulations.
- Refined and distributed the company's design system using the color palette, iconography and components, following WCAG accessibility standards and compliance requirements.

Motion Graphics Designer

Jul 2014 - Aug 2015

 **VSTV (K+)**

- Working with screen writers and cinematography director to design and ship multiple introduction animated sequences and visual themes for TV shows and commercial channels.
- Designed and shipped products commercial using motion graphic and videos.
- Shot and edited TV commercials using different types of cameras and equipments.
- Designed company's marketing and event posters based on customers research and feedback.

3D Animator Intern

May 2013 - Aug 2013

 **Pixar Animation Studio**

Worked on "The Dam Keeper" short film:

- Assisted in ideating character concept and story plots.
- Assisted senior animators in creating in-between shots and cleaning up character's animation.
- Edited the lighting set up for different scenes.

Education

2015-2017

Master of Fine Arts (MFA) in Web and New Media Design

Academy of Art University

2010-2014

Bachelor of Arts (BA), 3D Animation and Visual Effects

Academy of Art University

Skills

Design

Vibecoding, agent skills, UI/UX, user research, usability testing, prototyping, design system development, motion graphics, animation

Software

Claude, VSCode, Figma, Adobe Suites, Lottie

Fun stuff

Martial arts, DJ, music production