CHARLIE NGUYEN

Product Designer

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LinkedIn
Portfolio

EXPERIENCE

Product Designer
Integrated Speciality Coverages (ISC)
Jun 2025 - Nov 2026

- Designed and shipped a submission workspace for three underwriting programs. The team aimed to increase daily reviews from 8-10 to 20+ accounts per underwriter.

- Supported design system consolidation by auditing inconsistent component patterns and creating reusable Figma components with implementation annotations.
- Designed an application history panel with a target of reducing file reconstruction time from 5-10 minutes to under one minute.

- Used Cursor to support small front-end fixes, UI polish, and tech debt cleanup, including layout, spacing, styling, and component refinements.
- Designed advanced search in Broker Center so brokers could filter applications across two destination platforms and save searches for recurring intake work.

UX/UI Design Intern
Intern Guys Oct 2024 - Dec 2024

- Redesigned key flows for an AI interview platform, increasing sign-ups by 45% and task completion by 200%.
- Conducted user research and usability testing with students and recruiters to improve user journeys.
- Delivered dev-ready designs in Figma while aligning with business and technical constraints through collaboration with C-suite and marketing teams.

PROJECTS

Product Designer
Ramble AI Jan 2025 - PRESENT

- Led a full UX/UI redesign of a mobile journaling app MVP, creating a more intuitive, engaging, and visually cohesive experience.

EDUCATION

University of California-San Diego
June 2021 - June 2024
B.S. in Cognitive Science: Design & Interaction
Minor in Computer Science

RELEVANT COURSEWORK

Advanced Data Structures, Advanced HCI, Prototyping, Sustainable Design

SKILLS

User Research, A/B Testing, Prototyping, Wireframing, UI Design, Web Design, Lean UX, Usability Testing, Agile, CRO

TOOLS

Figma, Miro, Framer, Azure DevOps, Trello

CERTIFICATIONS

Accenture Virtual UX Design Internship

- Developed wireframes, interactive prototypes, and high-fidelity designs in Figma, incorporating mobile-first usability principles.
- Collaborated with PMs and engineers in Agile sprints, refining key user flows for a seamless design-to-development handoff.