

# Tony Luong

Product Designer

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Los Angeles, CA

## EXPERIENCE

### Product Designer, [Zinvest](#)

October 2020 - Present

- Applied design thinking to create a brokerage mobile app for 300,000+ users in U.S., H.K., and Mainland China
- Worked with cross-functional teams (designers, product managers, and developers from the U.S. and China) to redesign the company's website and mobile app in alignment with the company's brand
- Produced UX design solutions through wireframes, user flows, testings, and high-fidelity prototypes
- Created/implemented UI graphics to elevate the user experience

### UX/UI Designer Intern, [Smart EDU Club](#)

September 2020 - December 2020

- Collaborated with UX interns to conduct market research, gather research findings, and implement new branding
- Participated in user research and surveys to discover insights and needs for an online educational program

### Graphic Designer, [Corte Madera Recreation Center](#)

December 2020

- Designed marketing collaterals including logos, brochures and flyers
- Collaborated with the director to develop a brand identity for its summer camp

### UX/UI Designer Intern, [Koalesce Designs](#)

August 2020 - October 2020

- Created personas, sitemaps, wireframes, and user journeys to ensure a user-centric experience for an e-commerce website
- Presented deliverables to UX teams, development team, and other stakeholders for review and feedback

### Designer, [Upwork](#)

March 2018 - August 2019

- Planned/created 3D renders from sketches to deliver concepts that inspire and fit within vision of the client
- Researched topics and information for reference and ideas to use in artworks
- Managed multiple projects through multitasking to meet all deadlines

## EDUCATION

### [Designlab, UX Design Academy](#)

March 2020 - July 2020

Completed 480+ hours of coursework, 3 capstone projects, 1-on-1 mentorship & peer group critiques

### [San Jose State University](#)

August 2014 - May 2017

B.S. Business Administration, Marketing

## TOOLS

Figma

Invision

Adobe Illustrator

Adobe Photoshop

Autodesk Maya

## SKILLS

UX/UI Design

Design Thinking

User Research

Persona Development

Usability Testing

Interaction Design

Responsive Design

Prototyping

Wireframing

Visual Design

Graphic Design

Illustration

3D Modeling

## EXTRACURRICULAR ACTIVITIES

### [McMaster Extra Life](#)

February 2018

Participated in a 24-hour drawing charity event with Extra Life to help fundraise money for local Children's Miracle Network Hospitals