

Anita Trinh

UX Designer



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PROJECTS

Your Daily Health and Wellness App - Client Project

JANUARY 2023 - FEBRUARY 2023

Collaborated with 3 UX designers to create solutions that improve user retention and information architecture, meeting both client and user needs

- Conducted user research to define user behaviors, goals, and pain points
- Synthesized findings to support design decisions in wireframing and prototyping
- Conducted usability tests to evaluate effectiveness of design decisions

The King's English - Conceptual Project

DECEMBER 2022

Redesigned online search and checkout flow for a local bookstore

- Conducted user research including usability tests to support design decisions from sketches through the high-fidelity prototype

EXPERIENCE

The Eyelid Center of Utah, Full Time — Medical Assistant

OCTOBER 2020 - OCTOBER 2022

Handled clinical and administrative duties as the lead Medical Assistant of an oculoplastics clinic including:

- Being the point of contact for patient follow up and care facilitation
- Assisted with in-office surgical procedures, ordering labs, scans, medications
- Managed both cosmetic and medical patients
- Trained new hires

Primary Children's Hospital, Part-Time — Orderly

SEPTEMBER 2019 - SEPTEMBER 2020

- Responsible for patient transport to operating room
- Responsible for peripheral tasks before, during and after surgical procedures in the operating room

Sandy Health & Rehab, Part-Time — Certified Nurse Assistant

SEPTEMBER 2018 - SEPTEMBER 2019

- Delivered direct care to patients while maintaining patient comfort and safety

SKILLS

User Research

Competitive Analysis

Wireframing

Prototyping

Usability Testing

TOOLS

Figma

Asana

Google Workspace

Slack

LANGUAGES

English

Conversational Mandarin

EDUCATION

Cornell University - B.S in Human Biology, Health and Society

AUGUST 2014 - MAY 2018

General Assembly - UI/UX Design

NOVEMBER 2022 - FEB 2023

- UX Design Immersive with over 480 hours of professional training over 3 months

- Utilized a hands-on approach to practice user-centered design methods, design thinking, team collaboration and client relations