

CAROLYN HUYNH IS A TECHNICAL UX DESIGNER WHO INFLUENCES THE API AND CRAFTS USER JOURNEYS FROM ITERATIONS TO LAUNCH.

care0hlyn.github.io

SEATTLE, WA

EXPERIENCE

Google

May 2017 - present

Interaction Designer

Cloud Security & Privacy, IAM, Policy Intelligence, Anthos, Cloud Gaming, policy game development for game servers. Launched several products from EAP to GA w/ one patent pending.

University of Washington

Mar 2016 - Mar 2017

UX Designer / TA

Focused on building internal tools for student privacy and access management. Dabbled in Python and Angular. Taught and TA'd two undergraduate courses: Computer Science Principles and Experimental prototyping.

Techstars Incubator

Mar 2016 - May 2016

UX Designer, FE Developer

Early stage product mapping, 3rd employee for FigLoans (a loan lending start-up). Conducted Ruby bug fixes, CSS bug fixes, and built the Mission and Values UI site.

Mindspace

Dec 2014 - Jan 2016

FE Developer

Built custom gamification work for an agency, heavily involved in client work such as Cedars Sinai, Starbucks. Post-launch stages included bug fixes, Ruby and Ruby on rails applications.

Thetus

Oct 2014 - Nov 2014

FE Developer intern

Interned for a government contracted company for their internal tooling. CSS/SASS integrations Unit testings included learning and deploying Cucumber testing.

EDUCATION

University of Washington

M.S. Human Centered Design & Engineering, 2017

Seattle University

B.A. Journalism, Public Affairs, 2011

DESIGN PATENT PENDING

Machine Learning recommendations

Surfacing ML recommendations in a code diff pattern
Patent filed March 2019

SKILLS

UX

Sketch, InVision, Keynote, Interaction Design, Product Vision & Strategy, Enterprise Design

CODE

Javascript, HTML, CSS, JQUERY, RUBY [LIGHT] / RUBY ON RAILS [LIGHT]

CLOUD

IAM architecture, compute engine, lightweight Kubernetes understanding, ML and AI understanding, API documentation