

Linh Khuong

UX/UI Designer | Product Designer

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4+ years of experience in SaaS, consumer apps, and AI-powered products. Designing tools that make difficult things easy.

EDUCATION

University of Waterloo — Honours Global Business and Digital Arts | GPA: 3.8 · Term Distinction

Aug 2019 – Jun 2024

EXPERIENCE

UX/UI Designer | United Nations Quality of Life Initiative

Jul 2024 – Jan 2026

- Shipped a global quality-of-life platform live across 82+ cities using Figma, designing accessible (WCAG 2.1) data visualizations, enterprise CMS tools, and high-fidelity prototypes from concept to launch.
- Built a 200+ component design system, turning fragmented Excel datasets into clear user flows and iconography that improved consistency platform-wide.
- Accelerated design and dev velocity by 50% through rapid iteration and reusable, scalable components.
- Used Cursor and Windsurf AI to speed up front-end prototyping, CMS builds, and usability testing.
- Shaped product direction through prototyping and feedback loops with 10 cross-functional teammates, 25+ city officials, and global stakeholders.

Product Designer & Project Manager | Quality of Life Initiative Hackathon Program

Jun 2025 – Jan 2026

- Owned the creative direction and identity of the Hackathon program, building the event site with Cursor AI and Vercel to drive registration and sponsor outreach.
- Built and scaled the hackathon framework from 80+ participants to 300+ across three events in Canada, China, and Ghana, spanning 6+ university faculties.
- Led visual direction across marketing campaigns, sign-up forms, and social outreach, maintaining branding consistency.
- Managed end-to-end event logistics, leading 10 volunteers and 5 judges through participant experience and day-of execution.

Lead UX/UI Designer | Tako Inc.

Apr 2023 – Aug 2023

- Shipped a B2B logistics platform connecting exporters, importers, and restaurants for fresh fish trade between Canada and Japan, from concept to launch in 4 months with Figma.
- Accelerated MVP development by 30% through rapid iteration and close collaboration with engineering.
- Delivered responsive interfaces, design systems, and UI components that boosted user engagement by 40%.
- Turned fragmented processes into a unified design strategy, shaping product launch and marketing direction.

Brand and Web Designer | Freelance

Sept 2021 – Present

- Design end-to-end websites and brand identities for entrepreneurs, working directly with clients to shape user flows, navigation, and conversion-focused CTAs from concept to launch.
- Create editable Canva social templates for health & beauty small businesses, collaborating on brand direction across Instagram, TikTok, and Facebook.

PROJECTS

Folio | Next.js, React, TypeScript, Tailwind CSS, GitHub Pages, HTML/CSS, Github, Capcut

May 2026 – Present

- Designed and launched a language-learning platform. Conducted user interviews, usability testings to guide decisions.

Chordio, songwriting platform | Figma, Cursor AI, Vercel, HTML, Adobe Creative Suit

Jan 2023 – Nov 2023

- Created a songwriting app, conducted and compiled user interviews, compiled insights to guide feature direction.

CERTIFICATES

W3C Introduction to Web Accessibility | 2025, Motion Design with Figma | 2024, Google UX Design Certificate | 2022, TCPS 2: Certificate in Research Ethics | 2022

SKILLS

Design: Interaction design, visual design, UI/UX design, typography, high-fidelity mockups, wireframes, design systems, component libraries, responsive design, information architecture, UX strategy, product discovery, graphic design, web design.

UX Research: User research, usability testing, A/B testing, journey mapping, competitive analysis, HCI.

Tools & Platforms: Figma, FigJam, Framer, Cursor, Adobe Creative Suite (Illustrator, Photoshop, XD), Balsamiq, Pinterest.

Collaboration: Cross-functional collaboration, stakeholder management, Agile/Scrum, design critiques, project planning, communication.