CURRICULUM VITAE

Vy Nguyen

Junior Game UI/UX Artist & Designer

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PROFESSIONAL SUMMARY

Junior Game UI/UX Artist & Designer with a Bachelor of Culture and Arts in Game Design and hands-on experience creating player-focused mobile and web game interfaces. Skilled in Figma, user flows, wireframing, interactive prototyping, high-fidelity UI assets, HUDs, menu systems, typography and visual hierarchy. Brings visual storytelling, detail-oriented execution and cross-functional collaboration to polished, intuitive player experiences.

CORE SKILLS

UI/UX	Figma, Wireframing, Interactive Prototyping, User Flows, Mobile Game UI, Web Game UI, UI Components, HUD Design, Menu Systems, Onboarding, Game Flow
Visual	UI Art, 2D Assets, Icons & Buttons, Typography, Visual Hierarchy, High-Fidelity Mockups
Workflow	Rapid Iteration, Design Handoff, Cross-Functional Collaboration

PROFESSIONAL EXPERIENCE

Game UI Designer & Project Manager

Jan 2025 – Jun 2025

LifeBonder · Remote, Denmark

- Designed end-to-end UI/UX for Mystic Persona, a web-based personality game supporting the LifeBonder social app.
- Created user flows, wireframes, interface layouts and high-fidelity UI assets, including result screens and shareable personality-card concepts.
- Coordinated design, art and development work, keeping planning, design handoff and feedback cycles aligned across the team.
- Took ownership of project delivery and kept the product owner informed of progress, priorities and blockers, strengthening communication between the team and project stakeholders.

Art Production Director / Artist / Production Planner

Jan 2019 – Present

We Are Queerlesque · Helsinki, Finland

- Lead the artistic vision for live shows, bringing visual atmosphere, music, lighting, choreography and stage flow together from concept to performance.
- Own production planning and show delivery, coordinating artists, technical teams, schedules and logistics around a shared creative vision.
- Perform and collaborate on major shows across Finland and Europe, combining artistic practice with hands-on production leadership.

Graphic Designer Intern

Jan 2015 – Mar 2015

Asennesiivous Oy · Finland

- Created communication graphics and visual assets; supported layout, image editing and brand-design work.

EDUCATION

Bachelor of Culture and Arts, Game Design

2021 – 2026

XAMK, South-Eastern Finland University of Applied Sciences

Business and Administration

2014 – 2015

Point International College, Porvoo, Finland

TOOLS & LANGUAGES

Design	Figma, Adobe Illustrator, After Effects, Procreate
Engine	Unity
3D	Blender, Nomad
Production	Trello, Slack
Languages	Vietnamese (native) · English and Finnish (professional working proficiency) · German (basic to intermediate)