

Crystal Pham

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Experience

ujet.cx

Sr UI Designer | February 2022 – July 2025

- Owned and maintained omnichannel design systems that are scalable and modular across products for web, desktop applications, iOS, and Android while upholding AAA accessibility standards.
- Developed comprehensive documentation and technically detailed hand-off files for the broader organization and engineers to maximize communication and efficiency
- Presented and articulated design rationale in wireframes, user flows, and high-fidelity interfaces while advocating for users and the business
- Collaborated with cross-functional teams and facilitated design critiques and feedback sessions
- Contributed thoughtful and constructive feedback for junior designers while sharing knowledge with the team on new features
- Effectively managed time and re-prioritized workloads in a fast-paced and dynamic environment to deliver projects on-time.

ELL Creative

UI/UX Designer | February 2020 – February 2022

- Worked through the full design process to ship B2B web and mobile products that focused on consumers and usability.
- Partnered with the UX research team to inform design decisions and the development team to ensure smooth deliveries with QA.
- Led presentations with stakeholders and the internal team to communicate why the work meets business goals and improves the user experience.
- Spearheaded processes to advance the internal web process between all teams which improved collaboration and communication.

Pennebaker

Web Designer | September 2015 – February 2020

- Trained designers and other team members in our internal web design process which improved collaboration and communication between the design, development, and account management teams.
- Worked through the full design process to ship B2B web and mobile products that increased usability and lead-generation.
- Partnered with the UX research team to inform design decisions and the development team to ensure smooth deliveries with QA.
- Led presentations with stakeholders and the internal team to communicate why the work meets business goals and improves the user experience.

Skills

- Design Systems
- UX & UI Design
- Atomic Design Principles
- Accessibility
- Documentation and Governance
- Stakeholder Presentations
- QA & Bug Reporting
- Agile Methodologies
- Prototyping

Technical Skills & Apps

Design

Figma	After Effects
Adobe XD	Confluence/Miro
Adobe Creative Suite	Webflow

Front-End Development

HTML	Git
CSS/SCSS	Jira
GitHub	Visual Studio Code

Education

University of Houston

Bachelor of Fine Arts, Graphic Design

Professional Development

Google’s UX Design Professional Certificate – Start the UX Design Process: Empathize, Define, and Ideate (2022)

User Interviews, Empathy Maps, Personas, User Stories, User Journey Maps, Accessibility, Problem Statements, Value Propositions, Ideation, Competitive Audits