

Cindy Truong

Austin, Texas | CindyTruongg1@gmail.com | [LinkedIn](#) | [Portfolio](#) | U.S. Citizen

EDUCATION

The University of Texas at Austin, Austin, TX

May 2028

Bachelor of Science in Informatics with UI/UX Concentration, Bridging Disciplines Program: Design Strategies

Relevant Coursework: Design Thinking, Data Structures, Intro to UI/UX, Digital Graphics Communications

EXPERIENCE

Longhorn Developers, UX Design Fellow, Austin, TX

August 2025 – Present

- Designed wireframes and prototypes in Figma for *Longhorn Loop*, an app guiding UT students to academic, social, and club events.
- Conducted user research and synthesized feedback into iterative UI improvements for a student-focused campus application.
- Built scalable layouts using design tokens, Auto Layout, and components to ensure consistency and responsiveness.
- Collaborated cross-functionally with designers and developers to translate product requirements into scalable interface designs.

UT Liberal Arts Instructional Technology Services (LAITS), Design Assistant, Austin, TX

June 2026 – Present

- Collaborate directly with UT faculty and LAITS designers to create and update course graphics, instructional visuals, and digital assets for online and classroom courses.
- Translate professor requests and course needs into polished visuals and motion designs using Adobe Creative Cloud
- Develop visual concepts through storyboarding, prototyping, and iterative feedback, producing graphics and motion assets used in live UT Austin courses.

Lavner Education, STEM Instructor/Intern, Austin, TX

April 2026 – August 2026

- Taught classes of 10-20 students in digital arts, creative technology, and STEM concepts through interactive, project-based learning activities.
- Mentored students in creative software and digital design workflows while encouraging experimentation and technical confidence.
- Supported classroom operations, technical troubleshooting, and collaborative learning in a fast-paced camp setting.

PROJECTS

Longhorn Loop, Austin, TX

September 2025 – Present

- Designed UI and promotional materials for Longhorn Loop in Adobe and Figma through ideation and iteration, contributing user flows and interface designs for the app. Collaborated cross-functionally with Product and Development teams, strengthening experience with team-based design processes and iterative product development.

Intro to Visual Arts Intro Animation, Austin, TX

August 2026

- Designed and animated a 30-second course introduction in Adobe After Effects for UT Austin's ARH 301: Introduction to Visual Arts, developing concepts, storyboards, and motion graphics through iterative feedback; the final animation is shown each semester to 300+ enrolled students at the beginning of class.

Evil Hangman, Austin, TX

Spring 2025

- Designed and implemented in Java an adaptive Hangman algorithm, "Evil Hangman," a popular word game variant where the computer adaptively shifts the hidden word, using a strategy to maximize player failure and ensure a challenging gameplay experience.

LEADERSHIP & AWARDS

- Adobe Student Ambassador
- University Leadership Network
- Dwight D. Book Scholarship
- WiSTEM Externship - STEM Career Success Skills

SKILLS

- **Design:** *Figma, Wireframing, Prototyping, Design Systems, User Research, Auto Layout*
- **Programming:** *Java, Python, HTML/CSS*
- **Creative Tools:** *Adobe Creative Cloud, Canva, Framer*