

NGUYEN THANH TUNG

ruztung.

[Open Portfolio](#) ↗

Hi, I'm Timur, but you can call me Ti. I design digital products with a focus on clarity, business value, and real user needs. I care about working with teams that think long-term, move with purpose, and want design to be part of how the product grows.

For me, good design is not just about how things look. It is about helping people use products with confidence and helping teams make better decisions.

EXPERIENCESECTION 1

Founder & Product Owner

My Orbit · *Feb 2026 – Present*

- Founded and led a gamified social-memory app from concept toward launch.
- Defined the product vision and MVP, mapped core user flows, and tested prototypes.
- Coordinated AI-assisted design and development workflows.

Senior UI/UX Designer

Spores Network · *Nov 2025 – Jun 2026 (8 mos)*

- Designed user-centered interfaces for blockchain products.
- Translated complex Web3 functionality into clear and usable journeys.
- Worked with engineers and business analysts from requirements through product delivery.

UI/UX Designer

Mirai Labs · *May 2022 – Oct 2025 (3 yrs 6 mos)*

- Designed and refined experiences for AI chatbot products.
- Translated complex AI capabilities into clear user flows and interfaces.
- Created wireframes, prototypes, and design-system components with product managers, engineers, and researchers.

EXPERIENCESECTION 2

Junior UI/UX Designer

Educa • *Dec 2020 – Mar 2022 (1 yr 4 mos)*

- Joined the design team as a junior designer, collaborating closely with other designers and the UI/UX Lead.
- Helped improve the user experience of digital products focused on online English learning.
- Designed interfaces and user flows for learning management tools, student platforms, and a web-based spoken English assessment service.
- Briefly supported the SLOVA Vietnam team, assisting their designer with the development of a learning management system.

Branding Designer

Freelance • *Dec 2019 – Nov 2020 (1 yr)*

- Designed logos and visual identities for clients from Russia, and Vietnam.
- Created brand guidelines covering logo usage, color palettes, typography, and visual elements.
- Collaborated directly with clients to understand their goals and translate ideas into clear brand concepts.
- Managed projects from initial brief and concept development through revisions and final delivery.

Graphic Designer

Helios • *Jul 2017 – Dec 2019 (2 yrs 6 mos)*

- Created flyers, posters, banners, and other campaign assets.
- Photographed jewelry and apparel and supported video filming and editing.

CERTIFICATES

Arena Multimedia FPT

CIM, Intermedia/Multimedia • 2017 – 2020

In 2017, I started my journey as a multimedia designer. After three months of studying, I immediately put my skills to use in a “real world job”. This opportunity not only allowed me to gain hands-on experience but also provided me with valuable knowledge about the industry.



Coursera

Google UX Design • 2024

The Foundations of User Experience Design course was enriching, providing insights into the product development cycle, UX designer duties, and user-centered design. The course emphasized the importance of assistive technologies, empathy, and user research in creating inclusive products for a diverse user base.

