

UX/UI DESIGNER

# PHAM TRUNG ANH

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## EXPERIENCE

Aug 2024 - Present	<b>UX/UI Designer</b> KiddiMath . Full-Time  Designed the center’s website and practice app while collaborating with developers to ensure optimized implementation, contributed to improving recruitment and operational workflows, and supported teachers in exam preparation by developing streamlined materials and resources.
Nov 2022 – May 2024	<b>Assessment Grader</b> KGGC . Full-Time  Assessed math assignments submitted by international students with accurate and timely evaluations, interpreted English guidelines to ensure standardized assessment, and collaborated in team meetings to refine practices and maintain quality.
Jul 2020 – Jun 2022	<b>Math Teacher</b> Superbrain Tan Binh . Full-Time  Taught mental math to students aged 8–12, designed teaching materials and lesson plans to support effective instruction, and assisted in organizing academic events and student competitions.
Nov 2019 – Dec 2021	<b>Online Teaching Assistant</b> Topica . Part-Time  Assisted foreign teachers during online classes to help students follow lessons effectively and conducted review sessions for beginner-level students to strengthen grammar and pronunciation skills.

## EDUCATION

<b>Telos</b> Jul 2024 – Dec 2024  Completed courses in Figma, UI, Web Design, and App Design; gained hands-on experience developing my portfolio and supporting external projects.
<b>Design Anthropology School</b> Jun 2023 – Jun 2024  Learned design thinking through courses in design tools, editorial design, and brand identity foundations.
<b>University of Science</b> Bachelor Of Biotechnology 2015-2019

## LINKS

[Linkedin](#)  
[Portfolio](#)

## TOOLS

- Photoshop
- Illustrator
- Figma
- Html/css
- After effects