Paul D. Tran

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Education
B.S. Cognitive Science | U.C. San Diego   **Fall 2016 - Fall 2018**
- Specialization in Human Computer Interaction

IGETC Certification | Ohlone Community College   **Fall 2013 - Spring 2016**

Skills
- Proficient in Adobe Photoshop, Illustrator, After Effects, Premiere
- Familiar with Unity, Blender, Maya, Sketch, Excel, LaTeX, Node, Git
- Programming languages: C++, Java, JavaScript, HTML, CSS, MatLAB, R

Work Experience
Contractor, Tantiv4's "FetchIT" (in-home appliance) **April - May 2016**
- Involved in marketing campaign for the FetchIt
- Provided script feedback, directed, and animated the FetchIt promotional video

Marketing Intern, ON Semiconductor   **June - December 2015**
- Involved in the design process and creating marketing for 4 different products.
- Wrote, directed, and animated the MatrixCam promotional video
- Managed team back-end document access

Design Chair for Virtual Reality Club at UCSD   **Spring 2017 - Present**
- Design, branding, and promotional material created and used for 21 events
  - Branding for HackXR, UCSD's first VR/AR themed hackathon
- Managed a team of 5 designers to brainstorm, develop and finalize designs
- Operating VR equipment (HTCVive, Oculus Rift, Daydream) at events
- Awarded "Outstanding Student Organization of the Year" of 2017 by CSI

Analyst for League of Tritons (branch of Triton Gaming)   **Fall 2017 - Present**
- Analyzed and reviewed gameplay performance for League of Tritons, UCSD's collegiate League of Legends team with a roster of 5 main players and 2 substitute players
- Produced video content for League of Tritons, tournament organization, and casting for League of Legends events

Projects (www.pauldtran.com/project.html)
Food Fighters (Group decision application)   **Spring 2018**
- UI/UX design, graphic design, user testing.

Wivvi, We Venture (Project visualization application) **Winter 2017**
- UI/UX design, graphic design, user testing.

Global TIES Application (News/rewards for Alumni)   **Fall 2017**
- UI/UX design, graphic design, user testing.

Project Disorder (Parkinson's simulation)   **Spring 2017**
- 3D Modeling, Maya, Unity3D