

Paul D. Tran

www.pauldtran.com | 2524 Yosemite Court, Union City, CA 94587 | (510) 407-6071 | paulkdt@gmail.com

Education

B.S. Cognitive Science | U.C. San Diego **Class of 2018**

- Specialization in Human Computer Interaction

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
- ISG extranet NDA access management

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