Tina Truong

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OBJECTIVE

Media Arts and Sciences graduate with over four years of experience in web design and development, blending creativity with technology using a wide range of software tools. Demonstrates strong attention to detail, organizational skills, and the ability to work effectively in both independent and collaborative settings while actively seeking opportunities to learn and advance skills by continually learning and growing in a dynamic environment.

EDUCATION

Arizona State University   May 2024
Bachelor of Arts in Media Arts and Sciences, Design

Arizona State University   May 2024
Certificate in Game Design

SKILLS

- Bilingual in English and Vietnamese
- Proficient in HTML and CSS languages
- Adept in Adobe Creative Suite (Photoshop, Illustrator, InDesign) and Canva
- Experience in Autodesk software (Sketchbook Pro, 3ds Max, MotionBuilder, MudBox)

PROFESSIONAL EXPERIENCE

Gumption Consulting LLC, Phoenix, AZ   10/24 to 11/24
General Campaigner (Part-Time)
- Conducted surveys regarding the upcoming election in a timely and efficient manner via door-to-door initiations
- Able to navigate conversations that aligned with goals pertaining to the job description, demonstrating strong communication skills
- Ensured survey inputs are accounted for in order to further ensure an accurate data system

Mi Familia Vota, Phoenix, AZ   09/20 to 11/20
Canvasser (Part-Time)
- Actively informed and educated oneself to inform other people about upcoming elections at the local, state, and national level via door-to-door initiations and phone calls
- Actively helped people register to vote, electronically, in upcoming elections, making sure to stay up-to-date on software and logging data into the system
- Learned to communicate effectively, and empathize with various people of diverse backgrounds, demonstrating strong communication skills

PROJECTS

Website Designer (Student Courses, Personal Projects)   08/22 to Present
- Experience using content management and design software to create, design, and maintain website content, graphics, and landing pages as well as monitoring adherence to compliance standards
- Experience managing full-cycle web content projects including coordinating deadlines, prioritizing competing demands, proofreading, and error correction
- Experience with web content management systems, relevant software applications, and basic HTML and CSS

- Experience working in a fast-paced, proactive atmosphere; demonstrating strong communication skills; and meeting deadlines while providing high-quality client services

Video-Game Designer (Student Courses, Personal Projects)   08/20 to 05/24
- Collaborated effectively and efficiently with team members by establishing roles and ensuring all tasks are fulfilled in a timely and well-ordered workflow
- Designed UI assets that allow players to navigate and add input into the game, ensuring that UI is clear and concise for players to comprehend the information being presented
- Designed concept arts and assets in a timely manner that would be imported into games, making sure that all assets and designs would be accessible amongst team members
- Helped design game mechanics and systems to ensure quality and balance in playability for players, helped debug
- Experience using content management and design software to design, and maintain website content, graphics, and landing pages as well as monitoring adherence to compliance standards to market games
- Experience working in a fast-paced, proactive atmosphere; demonstrating strong communication skills; and meeting deadlines while providing high-quality client services