
Graphic Designer

UI/UX Designer

Frontend Developer

Game Developer

Portfolio.

By. Tony Tran

Xin Chào!

My name is Quang, but you can call Tony

I'm a Designer and a Developer in Ho Chi Minh, Vietnam.

With a passion for creating meaningful and visually appealing digital experiences, and understanding user needs to turn them into creative solutions, I bring creativity and functionality to every project I work on.

Please feel free to look around of my works!

 +84 902 561 608

 <https://github.com/TonyTrNhPh>

 <https://www.linkedin.com/in/quangtran1907>



Pet projects.

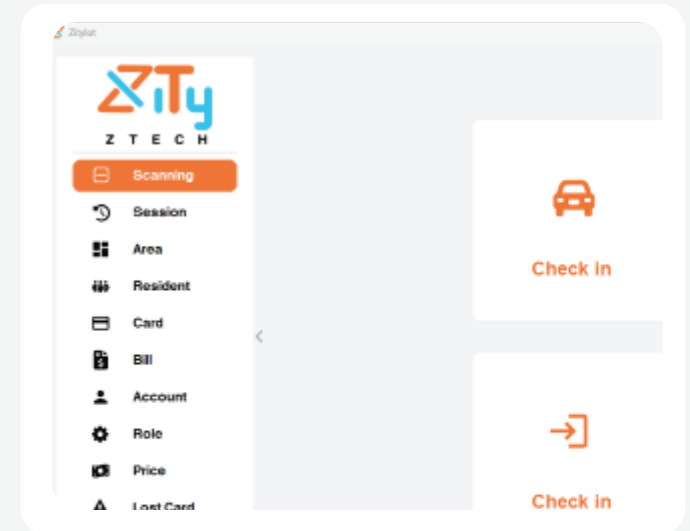
Zitylot

Apartment Parking lot Management System

Year: 2024

Zitylot is one of the fanciest project that my dev team used to develop in this year. It's a parking system designed for simplicity and ease. Clean layouts and friendly visuals make managing parking or finding a spot effortless and stress-free for everyone

[More details on my Github →](#)



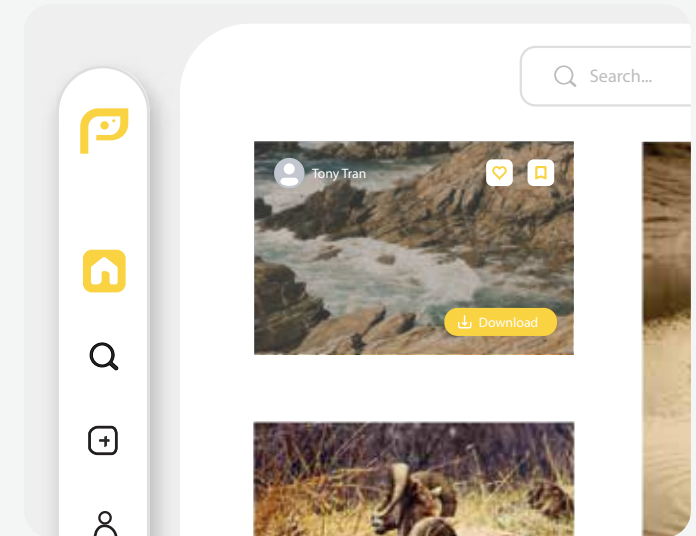
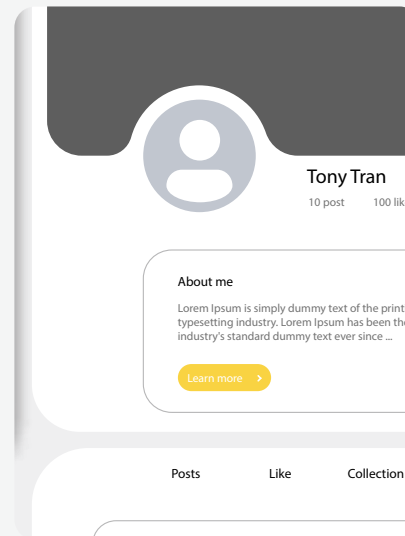
Photodia

Social Network User Interface Prototype

Year: 2024

Photodia is a social platform for photographers, designed to inspire and connect. Clean and modern, it's a place where creativity shines and meaningful connections come naturally

[More details on my Github →](#)

 **hotodia**

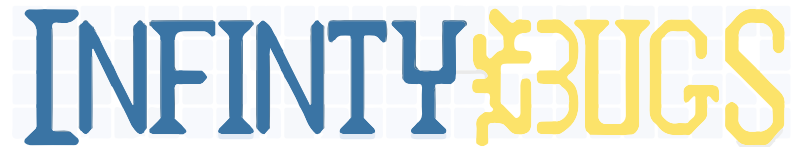
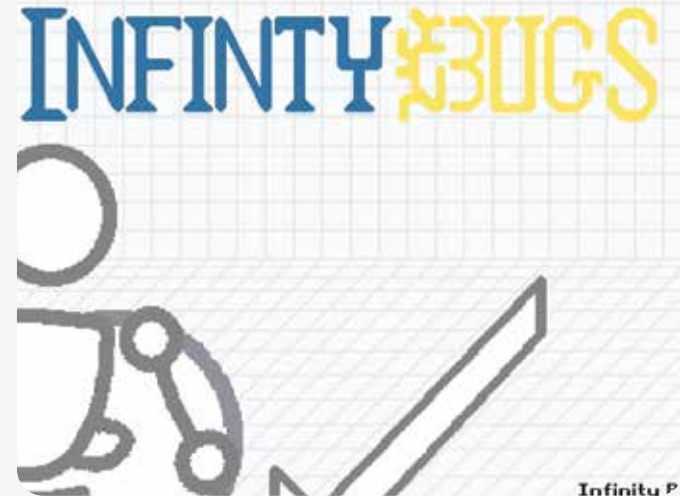
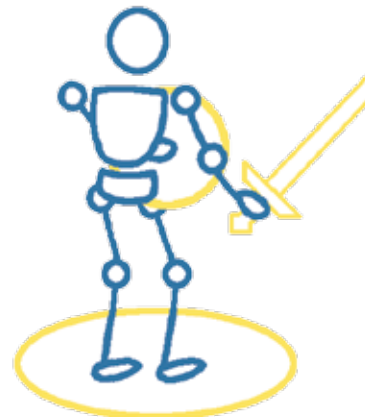
Infinity Bugs

Gameplay and characters design

Year: 2024

Infinity Bugs is a Python-based fighting game where I led gameplay design, character creation, and core development. Vibrant characters and engaging mechanics make every run an exciting adventure. Funny thing that the name of the game is still a bug.

[More details on my Github →](#)

The logo for 'Infinity Bugs' features the word 'INFINITY' in blue and 'BUGS' in yellow, both in a stylized, blocky font. The letters are set against a light blue grid background.

Qutting Job

Unity developement

Year: 2025

Quitting Job is a Unity-based endless runner game developed in 2025, set in a dynamic construction site environment where players control a worker navigating through obstacles and collecting coins. As a core contributor to gameplay development, I implemented key mechanics including player movement (lane switching,

[More details on my Github →](#)

QUITTING JOB



Book Store

Book Store Management System

Year: 2023

Book Store is an application that captures the charm of a cozy bookstore. Designed to make book browsing and store management delightful, with a focus on keeping the joy of books alive

[More details on my Github →](#)



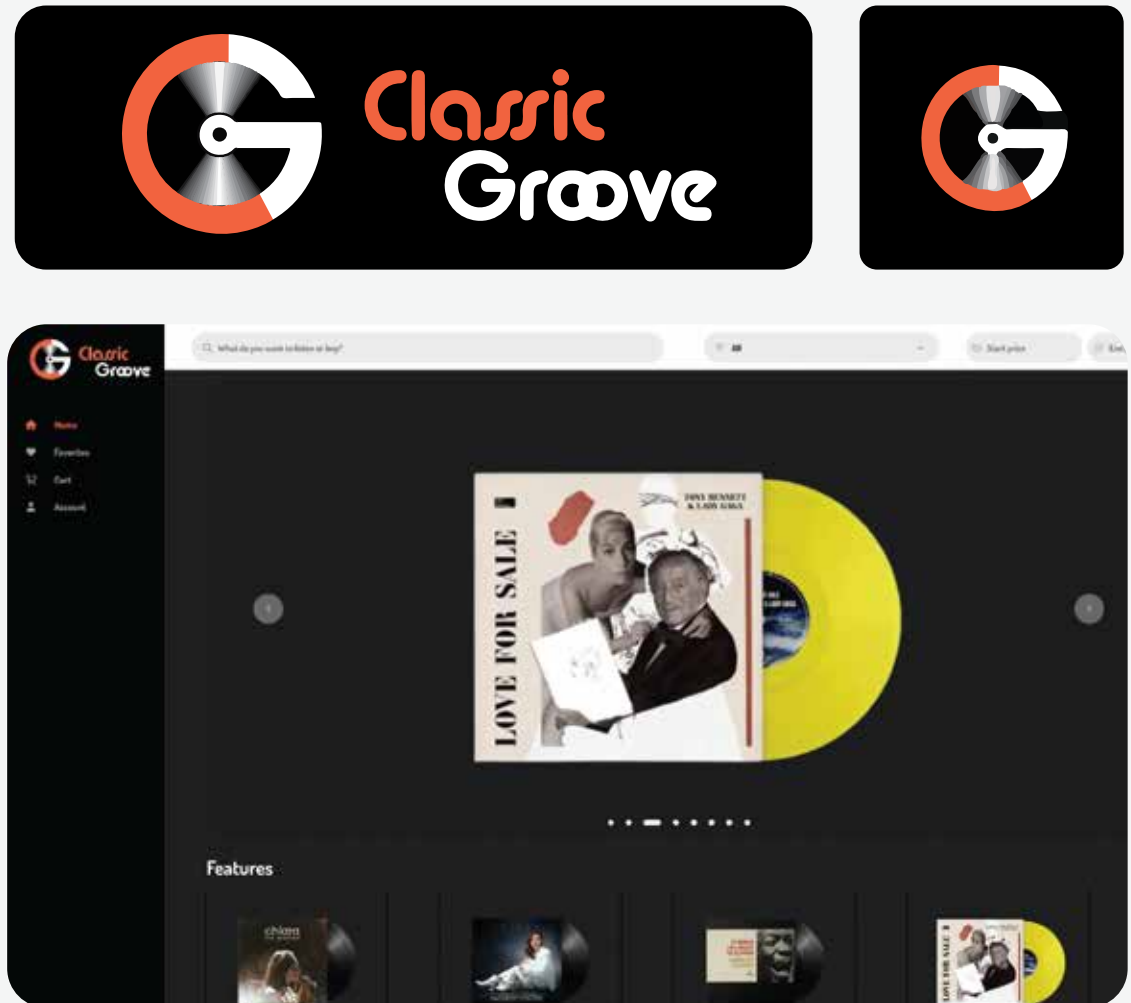
Classic Groove

Vinyl Disc E-Commerce Website

Year: 2022

Classic Groove is an e-commerce website designed to bring the warmth of vinyl culture online. Every detail from the retro-inspired design to the intuitive browsing experience was crafted to make music lovers feel at home

[More details on my Github →](#)



Freelance works.

Gao Dai Nong Phat

Flyer design

Year: 2024

This is a product-focused flyer designed to attract customers, showcasing offerings with clear layouts and compelling visuals that highlight quality and value.

[More details on my Github →](#)



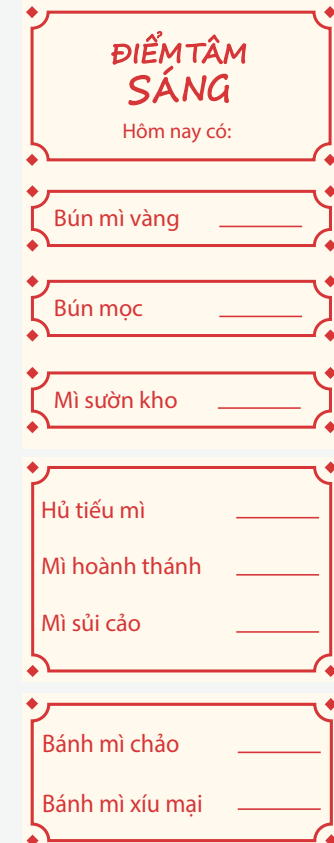
Diem Tam Sang 45

Menu and poster design

Year: 2024

Created a menu and poster design that celebrates the vibrant flavors and cozy atmosphere of the eatery, blending inviting visuals with easy-to-read layouts.

[More details on my Github →](#)



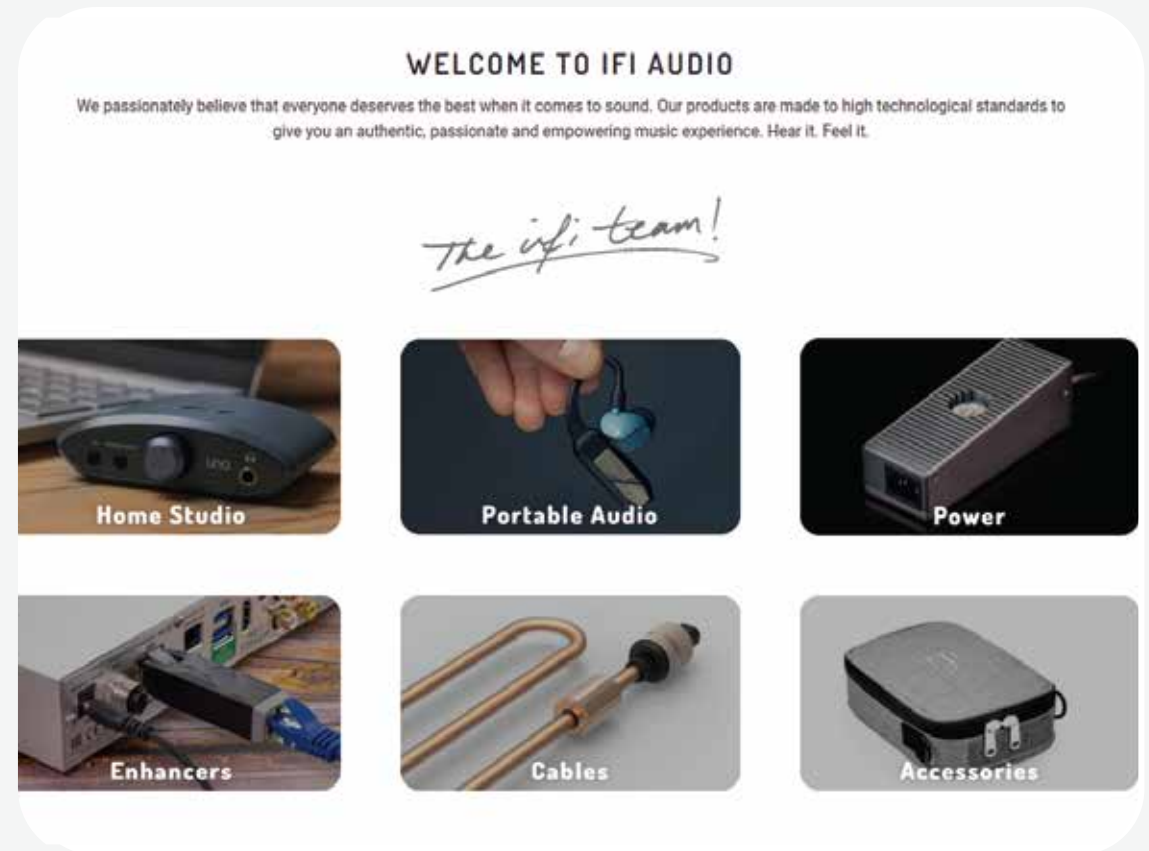
IFI-audio

Music Accessories E-Commerce Website

Year: 2022

IFI-audio is an e-commerce website for music accessories, crafted with a sleek and modern design to enhance the shopping experience and resonate with audiophiles.

More details on: <https://ifi-audio.vn/> →



More about me!

I glad that you have scrolled this so far!

My name is Quang, and I'm a Designer and a Developer in Ho Chi Minh, Vietnam. I'm set to graduate with a Software Engineering degree from Saigon University (SGU)

Should you're wondering why I chose to be a Designer rather than a Developer after graduating as an Engineer, here's my story:

While my studies and projects honed my UI/UX skills, I discovered my true passion lies in creativity, not just "coding" like an AI. As a Developer and Designer in team projects, I realized that bringing ideas to life through design excites me far more than writing code. That's why I've dedicated myself fully to becoming a designer, focusing on crafting meaningful and user-centered experiences.

Creative Fields!

- › Logo & Branding
- › Bussiness Card
- › Poster & Flyer
- › Menu & Product
- › Illustrator & Animation
- › Presentation
- › Problem Solving
- › Working Team

Experience!

Freelance Designer - 2021 to Present

English Tutor - 2021 to Present

Tools!

Adobe Illustrator

Aseprite

Framer



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Thanks.

Looking forward to working with!
Hope to see you soon :*>
