## alexis tran—

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## education

## University of California, Berkeley '18

B.A. Cognitive Science, Minor in Computer Science

## skills

### design

Interaction Design
Visual Design
Wireframing
Information Architecture
Prototyping
User Research
Usability Testing
Copy Writing
Data Analytics

## development

HTML/CSS JavaScript Python Java SQL Git

### tools

Adobe Creative Suite Sketch Figma Invision

## achievements

# **Berkeley Builds Hackathon** 1st place

## experience

### Outward Inc. (Williams-Sonoma)

User Experience Designer, October 2018 - Present

- Led design for several projects including core functionality for 3D room planner, a multimillion dollar enterprise and consumer product for Williams-Sonoma.
- Worked cross-functionally with internal and external stakeholders, PM's, engineers, and other designers from conception through implementation. Bridged the gap between design and engineering and advocated for usability using my engineering background.
- Organized and led user feedback sessions and conducted surveys to gain insights informing future design iterations.
- Helped define team processes and workflows; regularly presented at internal design workshops to teach new skills.
- Built design systems to enable more efficient and consistent designs.

### **Blizzard Entertainment**

Software Engineering Intern, May 2017 - August 2017

- Intern on the Accounts and Commerce team in the Battle.net org.
- Designed, prototyped, and implemented an internal data visualization tool to drive business insights and make data more accessible to other teams.
- Determined key business metrics through analysis of datasets containing commerce data for millions of users. (Adobe XD, HTML, CSS, D3.js, SQL)

### **Innovative Design**

Visual Designer, January 2017 - May 2018

• Created professional visual assets (logos, branding, and other requested work) pro bono for a variety of clients.

## projects

### **BAWAR Messaging App**

Designer and Developer, Spring 2016

• Worked with the non-profit, Bay Area Women Against Rape, to design and implement a messaging app that would allow victims of sexual trauma to anonymously reach out for help online.