

Austin Huynh

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Education

University of California, San Diego (UCSD)

Sept. 2018 – Dec. 2022

B.A. Interdisciplinary Computing & the Arts | Minor in Computer Science

Work Experience

Graphic Designer @ [A.S. Graphic Studio](#)

Sept. 2020 – Present

- Designed digital and print materials for campus-wide events presented to over 30,000 students.
- Collaborated closely with clients to conceptualize and craft custom graphics and branding materials.
- Worked with popular music artists to make marketing material for concerts.
- Deployed websites to promote various event series in interactive digital formats.

Visual Designer @ UCSD Esports

Oct. 2021 – Present

- Led creative design initiatives (graphics, apparel, illustration) for intercollegiate esports tournaments, advertising, and marketing merchandise.

UI/UX Designer @ Mercury Health

Sept. 2020 – Sept. 2021

- Led in [designing](#) and developing various features for the company app and [website](#).
- Monitored site usage and optimized and improved user experience.
- Created mobile-friendly and responsive web interfaces.

ITS Service Desk Technician @ UCSD

Dec. 2018 – Apr. 2019

- Assisted students and staff with the campus-wide roll-out of Duo Two-Factor authentication.
- Responded to service calls and attended to service ticket queues.
- Troubleshooted software and hardware issues for students and faculty.

Projects

tritonfest.ucsd.edu - [Github](#)

HTML/CSS, Bootstrap

- Designed digital wireframes and prototypes in Figma.
- Translated prototype to fully responsive website which advertised student events to 30,000+ students.

asce.ucsd.edu - [Github](#)

HTML/CSS, Javascript, Wordpress

- Collaborated with designers to create a website which fostered student engagement for concerts.
- Automated content management to web pages with Javascript for administrator's ease of use.
- Created a custom Wordpress theme using CSS.

UC San Diego Clubs Mobile Application

[Figma](#) + Illustrator

- Sketched, created, and tested digital prototypes with users
- Creating digital screen designs and clickable prototypes to demonstrate key interactions
- Developed and implemented design language for multiple screens/artifacts

Skills

Design and Illustration: Illustrator, Figma, Photoshop, Procreate, InDesign, Adobe XD, Premiere

Programming: HTML/CSS, JavaScript, React, Bootstrap, Python, Java, Git/Github

Coursework: Interaction Design, Practicum in Professional Web Design, Software Engineering, Usability & Information Architecture, 3D Art / Design