Austin Huynh

Orange County, CA
626-348-3637
austinshuynh@gmail.com
https://austinhuynh.dev

Work Experience

Graphic Artist @ UCSD A.S. Graphic Studio
September 2020 - Present
- produced and designed various branding & print materials such as ads, banners, signs, brochures, posters, flyers & logos using design software
- Assisted in web design, maintenance and creating web graphics

UI/UX Designer @ Mercury Health
September 2020 - Sept 2021
- Lead in designing and developing various features for the website
- Monitored site usage and optimized and improved user experience
- Created mobile-friendly and responsive web interfaces

Game Design Intern @ Crunchy Studios
June 2020 - August 2020
- Worked with production team in twelve week program which resulted with the culminating of the MVP of self-designed video game

ITS Service Desk Technician @ UCSD
December 2018 - April 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 student and faculty

Junior Systems Analyst @ Intervallo Consulting Group Inc.
June 2017 - September 2017
- Performed administrative tasks and scheduled meeting with investors
- Maintained online data on Indeed.com and CrunchBase
- Extracted data from databases for offline analysis

Projects

UC San Diego Mobile App Club Feature
Technologies used: Figma, Illustrator, Miro
- Sketched, created, and tested digital prototypes with users
- Creating digital screen designs and clickable prototypes to demonstrate key interactions
- Developed and implemened design language for multiple screens/artifacts

STEM 4 Youth @ Costa Mesa Technology Library
Technologies used: Raspberry Pi, TinkerCAD, Python
- Held numerous hands-on workshops that introduced children to basic computer hardware and software
- Made learning interactive and fun by creating a Raspberry Pi Simon Says game using breadboards and LEDS
- Assisted patrons with design and 3D printing of art using TinkerCAD

"REDO" Role Playing Video Game
Technologies used: RUBY, Aseprite, Illustrator
- Created retro-style video game with self-written storyline that taught literature themes and concepts in an interactive way
- Custom made sprites using Aseprite and Illustrator
- Unique mechanics created through clever use of RUBY scripts

Education

B.A. Interdisciplinary Computing & the Arts | minor in Computer Science
University of California,
San Diego (UCSD)
Expected Graduation 2022

Coursework

Data Structures & Algorithims
Object Oriented Programming
Software Tools / Techniques
Design Communication
Prototyping (HCI Design)
3D Art / Design

Technical Skills

Programming Languages
C • Java / Javascript • Python • HTML/CSS • RUBY

Data Analytics
mySQL • Tableau • Excel • R

Information Technology
Windows / Mac / Linux • Slack • Microsoft Teams • Networking / Wireless • Hardware Diagnotics / Troubleshooting

Visual Design
Photoshop • Indesign • Illustrator • Figma • Miro • Dreamweaver • SolidWorks • Gamemaker

Hobbies/Interests

Music
- Guitar / Euphonium / Trombone
- High Fidelity Headphones
- Arcade Rhythm Games

Organizations
- UCSD Video Game Development Club
- UCSD Esports (Collegiate League of Legends Varsity Player)
- UCSD Esports Creative Officer