Benjamin Dinh

EXPERIENCE

UC Davis / UX Design Intern

July 2021 - Present

- Researched and evaluated the user flow of TherMOOstat, a web tool that collects and visualizes comfort level data for campus buildings.
- Conducted competitive research and analysis in the area of crowdsourced feedback services.
- Analyzed 20+ user research survey responses to understand user motives and expectations when reporting personal comfort levels.

#include at Davis / President

March 2021 - Present

- Spearheaded rebranding process and refined the club structure to achieve an onboarding of 30+ members and completion of 5+ client-based projects.
- Designed technical, design, and professional development workshops to provide mentorship to members at all experience levels.
- Collaborated with team of 6 directors to execute marketing campaigns, curate resources, host design critiques, and manage project progress.

UC Davis / UI Engineer Intern

April 2021 - July 2021

- Engaged with product manager, UX designers, and back-end developers to implement usable and responsive solutions.
- Maintained, optimized, and improved web applications that served energy and comfort data from 100+ buildings to the front-end for data visualization.
- Participated in each step of the product development process from ideation to launch.

UC Davis / Computer Science + Mathematics Tutor

January 2020 - June 2021

- Designed interactive material for students to visualize concepts, recognize patterns, and develop solutions.
- Tutored 5+ students every week and increased their test scores by an average of 15%.

benjamin-dinh.com

bhdinh@ucdavis.edu linkedin.com/in/benjamin-dinh

EDUCATION

University of California, Davis

September 2018 - June 2022

B.S. in Computer Science Minor in Communication

SKILLS

Design

Interaction Design Visual Design Web Design Design Systems Wireframing Prototyping

Methods

User Interviews Usability Testing Affinity Diagram Journey Maps Personas

Tools

Figma Adobe XD InDesign InVision

Development

HTML/CSS JavaScript React Next.js