

Benjamin Dinh

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EDUCATION

University of California, Davis

B.S. in Computer Science, Minor in Communication

September 2018 - June 2022

WORK EXPERIENCE

#include at Davis

President

Davis, CA

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 a team of 6 directors to execute marketing campaigns, curate resources, host design critiques, and manage project progress.

UC Davis Facilities Energy & Engineering

UX Design Intern

Davis, CA

April 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.

Being Peruvian

UX Researcher

San Francisco, CA

March 2021 - Present

- Collaborated with cross-functional teams including business, engineering, and product design to identify and prioritize research opportunities.
- Conducted 15+ user interviews, collected 50+ surveys, and performed usability testing to improve the online experience of Being Peruvian and define go-to-market strategies.

UC Davis Facilities Energy & Engineering

Full Stack Development Intern

Davis, CA

April 2021 - July 2021

- Collaborated with product manager, UX designers, and other software 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.

SKILLS

Research: User Interviews, Usability Testing, A/B Testing, User Personas, Affinity Diagrams

Tools: Jira, Trello, Figma, Google Analytics, Excel, Tableau, SQL

Development: Python, HTML/CSS, JavaScript, React, Next.js, Node.js

Other: Agile Development, Git, Leadership, Product Strategy

PROJECTS

MealBuddies

Full Stack Development

January 2021

- Led a team of 2 designers and 2 developers to build a web app that targets food insecurity in Yolo County using HTML/CSS, Node, Firebase, and Heroku.
- Scoped out features, tested prototypes, researched viable tech stacks, and created the product roadmap.
- Made HTTP requests to post and get information about 20+ local food distributions, open pantries, and restaurant giveaways.

UC Davis Yearbook

Full Stack Development

May 2020

- Directed 2 team members to build a web app using React, Node, and SQLite3 where users can log in and upload profiles onto a virtual yearbook.
- Developed wireframes and assessed the user interface for technical feasibility.