

Christy Tran

LAKE STEVENS, WA. 98258
(206) 724-3838
christy.usagi@gmail.com

[Behance](#)

ABOUT ME

I am passionate about simplifying designs for people’s needs. As a new UI/UX designer joining the designing industry, I want to create products and apps for users as it will make things easier for their daily activities.

EXPERIENCE

Microsoft, Redmond, Washington - Xbox Systems Quality Analyst

March 2018 - August 2018

- Meeting the daily quota of over a thousand internal queues with strict SLAs by using in-house tools while solving new scenario and tasks
- Deal with various queues of processing sensitive customer information
- Dealing with meeting deadlines and pressure while working in a team of four on a night shift as quality analyst without management around the hours

User Research International, Redmond, Washington - Gamer Study

March 2018 - March 2018

- Participating in a Die-Hard Gamer Study research
- Giving feedback on play test

Google, Bothell, Washington - Visual Data Specialist II

February 2017 - October 2017

- Mentored new teammates to reach production targets
- Given constructive feedback on mentee’s performance to lead
- Improved setting realistic objectives and tracked progress
- Offering constructive support to new teammates
- Complete tasks independently while working in a team setting
- Helped calculated and reported on team metrics

Google, Bothell, Washington - Visual Data Specialist I

May 2016 - February 2017

- Researched and reviewed data based on set policies
- Helped mentored new teammates
- Exceeded productivity and quality goals
- Selected for quality assurance team based on performance and quality
- Consistently meet or exceed daily and weekly production goals
- Able to adapt to frequent policy changes
- Document and email management
- Capture images and data
- Researched, retrieved, and captured visual data using in-house tools in order to generate highly detailed maps

Nintendo of America, Redmond, Washington - Product Tester

October 2014 – October 2015

Major Titles Shipped:

Art Academy: Home Studios

- Documented audio and graphical bugs through written and oral description
- Identified bugs and prepared reports for designers and management

Box Boy!

- Provided real-time analysis of game assets to identify bugs
- Authored several bugs concerning text and gameplay issues

Hyrule Warriors DLC

- Identified hard locks, soft locks, and graphic text errors
- Prepared and submitted test finding reports to design and management teams on a regular basis

LBX - Little Battlers Experience

- Recognized graphic text errors, hard locks, soft locks
- Arranged and submitted test finding reports to design and management teams on a daily basis

SPECIALIZATION

- UI and UX Design
- Visual Design
- User Flows

SKILLS

- Typography
- Sketch
- Invision
- Wireframing
- Prototyping
- User Personas
- User Research
- User Testing
- Style Guides
- Debugging
- Basic HTML5/CSS
- Slack
- Document Reports
- Skillful communicator

PROJECT

Game Jam

- Designed game wallpaper using Adobe Photoshop

- Organized group meetings
- Social networking specialist

VOLUNTEERING

Field Tester for Pokemon GO!

- Testing and evaluating performing interface testing of game application

Food Bank at Google

- Received and recorded food donated to the bank
- Conducted inventories as needed

EDUCATION

CareerFoundry, Remote – Certified UI Designer

October 2019 - July 2020

- Made a recipe app that offers alternative ingredients, under user centered design perspective
- Designed a college classified app for both Android and iOS mobile platforms within the Human Interface Guidelines
- Created mobile apps, such as music, note reminders, and messengers apps