

An Dang

A 2nd year New Media master's program student who is interested in graphic & UI design, data visualization and knows about front-end programming.

contacts

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[LinkedIn](#)

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[Portfolio](#)

skills

Design: Illustration, Visual design, Prototyping, Animation, Design System.

Research: User Research, Information Architecture, Usability Testing, Quantitative Research, Data Analysis.

Technical: HTML/CSS, Javascript, AWS.

Software: Figma, Tableau, Adobe CC - most used Photoshop, Illustration, After Effect.

volunteers

Vietnamese Professionals in Finland

Digital Designer | 2/2022 - now

Create visual assets for online platforms, support marketing and content teams and do a makeover for the organisation website.

Robot Uprising

UI/Motion Designer | 5/2021 - 7/2021

UI design and animation for the livestreaming screen on Twitch platform of a physical robotic fighting games using AI.

AI Integration Design Jam (4/2021 - 1st Winner)

UI/UX Designer

Utilize Intelligent Artificial features in educational services and apply gamification methods for a competent user experience.

education

Aalto University

M.A in New Media | 2022 - 2025

Minored in Information Design.

XAMK University of Applied Sciences

B.A in Game Design | 2016 - 2021

work experience

Data Specialist (7/2022 – present)

Shatper Shape Oy, project-based contract

- Preparing, maintenance and analysing 2D and 3D data in digitised and visualised forms.
- Performing data quality assurance on LiDAR based point clouds for electrical utility infrastructure.
- Collaborated with senior developers and data specialists in the production and AI team.

Graphic Designer (8/2023 - present)

HEI Schools, contract designer (works under DPA)

- Designing infographics for teaching and learning materials and classroom instructions.
- Taking care of digital graphics and prints of the brand on social medias and in-school visual aids.
- Making illustrations that support the instructional graphics and follow the brand's visual guidelines.

UI/UX Designer (5/2021 – 08/2021)

Rajamuseo & XAMK UAS – Interactive Museum Games

- Designing game concept, gameplay and script for educational games with developers.
- Designing game assets and user interfaces for a charismatic and cheerful visual.
- Conducting user research and testing to maximise their experience with the game.

UI/UX Designer (6/2020 - 12/2020)

Happiness Saigon - Creative Agency

- Designed visual assets to deliver the campaigns' insights and make the brands stand out
- Communicated and collaborated with programming team to successfully launch a website live.
- Created layouts, wireframes and interface to build a project from the beginning to finish.