DANIEL TRINH

Entry-level front-end developer with a passion for crafting digital experiences that connect people.

Fueled by awe and curiosity, I'm eager to explore opportunities where my skills in UI/UX design and front-end development can come together to create meaningful, user experiences that inspire emotion and leave a lasting impression.

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in My LinkedIn

PROJECTS

Wordly - An addictive, accessible word game
Nov 2025 – Present

- **Built a fully responsive, interactive web game:** Developed core gameplay logic, UI components, animations, and internationalization (i18n) utilizing Context API for centralized state management, following modern React practices
- **Designed an intuitive user experience:** Implemented a hint system, visual feedback for user error, and streak tracking that encourages repeat play
- **Support accessibility:** Engineered support for multiple languages with dynamic keyboard layouts and localized translations, making the game accessible to an international audience

Architecture Client Portfolio
Dec 2025 – 2 weeks

- **Translated client vision into a coherent website:** Collaborated closely with the client to organize scattered ideas into a coherent, structured portfolio that accurately reflects their professional brand
- **Built a fast image-heavy experience:** Developed a responsive site using Next.js and TailwindCSS to showcase high-resolution architectural renders without compromising load speeds.
- **Smooth user experience:** Used Framer Motion to create smooth, seamless page transitions that enhance the user experience without distracting from the portfolio content.

myBCIT Student Portal Redesign
April 2025 – 2 weeks

- **Led end-to-end user research:** Conducted site audits, surveys, and student interviews to identify navigation bottlenecks, translating qualitative data into personas and user flows that drove the strategic redesign
- **Modernized the interface architecture:** Reimagined the student portal using BCIT's design system in Figma, creating a task-oriented visual hierarchy that unified scattered academic resources into an intuitive navigation structure
- **Achieved 100% usability success rate:** Validated the redesign through rigorous task-based testing on critical workflows (tuition, scheduling), demonstrating a measurable improvement in efficiency based on Nielsen Norman Group metrics

EDUCATION

Diploma of New Media Design & Web development
BCIT, Vancouver
Sep 2024 – March 2026

SKILLS

Development

- **JavaScript (ES6+) • React**
- **Node.js • Express.js**
- **HTML5 • CSS • SCSS • TailwindCSS**
- **GitHub • GSAP • Framer Motion**

Design

- **Adobe Creative Suite**
  - Photoshop • Illustrator • InDesign
  - After Effects
- **Figma**

CMS

- **WordPress**

UI/UX Knowledge

- **Information Architecture**
- **User Research**
- **Usability Testing**
- **Responsive Design**
- **Prototyping**
- **Competitive Analysis**
- **Visual Design**