

# Darlena Tran

## UX DESIGNER

As a designer, I am humbled by every opportunity that I get to create valuable experiences for my users. My drive to design stems from my belief that people should always feel that they are making a good use of their time. I believe it is my job to eliminate needless tasks that don't require user expertise and to create truly engaging experiences that keep people motivated and satisfied with their usage of time.

As a team member, I am always looking for ways to make meaningful contributions to my team. I think we have a greater chance of realizing our maximum potential when we consider not only our own growth, but those around us as well.

When I'm not designing, I am known to be an avid video gamer, music junkie, part-time hiker, and aspiring Pokemon master.

### I'm currently located in

San Francisco, CA

### Send me a message

hello@darlenatran.com

### View my work

darlenatran.com

## EDUCATION



### Bachelors in Cognitive Science

Rice University

Class of 2015

Houston, TX

I earned my degree with a focus in Human-Computer Interaction. I was trained in UX methods such as survey design, task analysis, flow analysis, heuristic evaluations, usability testing, and more.

## SKILLS



|           |               |               |                   |
|-----------|---------------|---------------|-------------------|
| Sketch    | CSS3          | Sketching     | Personas          |
| Photoshop | HTML5         | Wireframing   | Survey design     |
| Axure     | JIRA          | Prototyping   | User interviews   |
| Balsamiq  | Agile process | Hi-fi designs | Usability testing |

## EXPERIENCE



### Product Designer at Disqus

November 2016 to Present—

I am a full-stack designer with skills in research, UX, and visual design. At Disqus, I lead design discovery sessions with stakeholders, recruit for and moderate user research sessions, design for complex ecosystems, encourage simplicity and consistency in visual design, and work closely with developers to ensure quality throughout development.

### UI Designer at PROS

January 2015 to October 2016

My flexible set of design skills allowed me to adapt to the needs of my team, which weren't limited to visual design. I worked with multidisciplinary teams made up of product managers, user researchers, developers, and other designers. Some of my projects included SaaS applications, complex pricing software built for superusers, and a mobile analytics app.

### UX Intern at OpenStax

October 2014 to December 2014

At OpenStax, I helped establish accurate user personas for a non-profit educational platform. I worked with a UX researcher and designer to organize a group interview session with potential users. We applied UX research methods to identify pain points and learn about the users' needs.

### Student Researcher at Rice University

January 2014 to December 2014

I worked in the Human Factors lab on a research study that sought to explore the relationship between accessibility and usability. I recruited participants and created a survey to calculate a SUS (System Usability Score) on various mainstream products. Using a Likert scale, we had participants with disabilities rate products to see if they provided lower usability ratings than participants without disabilities.