Doan Tran

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Developer and UI/UX Designer

I am passionate about leveraging my skills in UX/UI design and programming to create innovative, user-centered design. With expertise in crafting functional and aesthetic interfaces, I aim to collaborate with professionals to deliver fast, effective, increasing user engagement by 20% and impactful solutions for clients' and users' needs.

WORK EXPERIENCE

K&G Fashion Superstore • Morrow • 07/2018 - Present
Cashier • Part-time

- Achieved 100% accuracy in processing transactions within 6 months by optimizing POS system usage and training team members on best practices.
- Collaborated with team members and enhanced customer satisfaction by 95% during peak hours through effective teamwork.

EDUCATION

B.S. in Computational Media in Interaction Design - Media
Georgia Institute of Technology • Atlanta, GA • GPA: 3.78 • 08/2020 - 12/2024

PROJECTS

Culinary Chaos Game • 08/2024 - 11/2024
Video Game Design Team Project

https://github.com/TheLodge-CulinaryChaos/CulinaryChaos
- Implemented *Culinary Chaos*, a 3D single-player cooking simulation game with three unique kitchen layouts using Unity.
- Conducted playtesting and iterative improvements to ensure smooth user interaction and level progression, reducing reported bugs by 15% within two weeks.
- Generated functional NPC characters, including customer behaviors, and seating arrangements for realism, improving in-game realism by 30%.
- Collaborated with a team of 5, meeting weekly to coordinate design, development, and feature integration within 3 months.

ILUVUS - Social Media Platform • 08/2023 - 05/2024
Junior Design Project

https://www.doantran.me/projects/iluvus
- Built a scalable cross-platform social media application for iOS and Android with React Native, and Java SpringBoot Framework.
- Designed the ILUVUS logotype using abstract shapes that align with the brand's mission, enhancing brand recognition by 20%.
- Led the design of a user-friendly UI prototype for a mobile application using Figma, resulting in a 35% improvement in user satisfaction during testing.
- Collaborated with a team of 5 developers to plan, develop, and manage user stories using Agile methodology in a fast-paced environment, delivering over 17 user stories within 5 3-week sprints.
- Managed 50 Jira issues and utilized story points to track progress and ensure timely product delivery, meeting 100% of sprint deadlines.

Traveloka's Redesign • 03/2024 - 04/2024
UI/UX Design Project

https://www.doantran.me/projects/traveloka
- Created a distinctive logotype using typefaces, ensuring visual consistency with the brand's mission.
- Conducted user research to gather insights and inform design decisions, ensuring alignment with user needs and business objectives.
- Prototyped a user-friendly website homepage, a business card, and a billboard in Figma, focusing on branding, UI design, and user experience within 4 weeks.

SKILLS

Adobe Creative Suite, Agile Methodology, Blender, Branding, CSS, Figma, GitHub, High-fidelity design, HTML, Interaction Design, Java, JavaScript, Java SpringBoot Framework, Node.js, Personas, Prototyping, Python, React, React Native, Tailwind CSS, Test-Driven Development, Typefaces, Unified Modeling Language, Unity, Usability Testing, User research, UX/UI Design, Wireframing