

Objective

- To secure a challenging position as a Developer and UI/UX designer where I can utilize my skills in building robust web applications along with user-friendly interfaces. I aim to leverage my skills in interaction design, and programming languages to work alongside experienced professionals to deliver fast and effective solutions that meet the needs of both clients and users.

Education

Atlanta, GA	Georgia Institute of Technology	August 2022 – December 2024
<ul style="list-style-type: none">B.S. in Computational MediaExpected Graduation: December 2024GPA: 3.78Threads: Interaction Design - MediaTechnical Skills: Java, React, React Native, Python, JavaScript, HTML, CSS.Design Skills: Personas, Prototyping, Wireframing, Branding, Interaction design, Style guides, UI design, Usability testing.		

Project Experience

ILUVUS - Social Media Platform https://www.doantran.me/projects/iluvus	Junior Design Project	August 2023 - May 2024
<ul style="list-style-type: none">Built a scalable cross-platform social media application for both iOS and Android with React Native.Developed new features in the backend using Java SpringBoot Framework.Designed ILUVUS logotype using abstract shapes that align with ILUVUS's mission and personality.Led the design of a user-friendly UI prototype for a mobile application using Figma, resulting in improved user experience.Utilized Maze testing to identify usability issues, make necessary improvements, and ensure seamless functionality of the prototype.Designed, customized and delivered user-friendly interfaces with Tailwind CSS.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 a 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.Facilitated weekly standup meetings to discuss progress, roadblocks, and action items for each sprint, improving team communication and collaboration.		
Twitterbot https://github.com/doan1212/Twitter-Bot.git	Computational Media Team Project	August 2022 - September 2022
<ul style="list-style-type: none">Implemented technologies such as JavaScript, Node.js, and Twitter API to design and develop a Twitter bot.Crafted a bot capable of processing Twitter feeds by retweeting, liking, and mentioning filtered tweets.Used GitHub as version control to manage the source code.		
PacMan Survival Game https://github.com/doan1212/Pacman-Project	Computational Media Team Project	November 2022 - December 2022
<ul style="list-style-type: none">Created a multiplayer game using JavaScript and HTML5 Canvas.Handled <i>graphic, object collisions, and animation</i> using JavaScript.Utilized HTML and CSS to design game layouts, maps, players, and other objects.Applied Object-Oriented Programming to design multiplayer game.Collaborated with a team to manage the codebase using GitHub for version control.		
Frogger Game https://github.com/doan1212/Group47_Frogger	Object and Design Team Project	January 2023 - April 2023
<ul style="list-style-type: none">Developed native Android game using Java in Android Studio, employing Test-Driven Development practices.Embodied successfully Model-View-Controller design pattern.Collaborated with a scrum team to plan, design, develop, and test full-stack game in 5 sprints.Implemented Agile principles, including Design Patterns and Unified Modeling Language diagrams.		
Traveloka's Redesign https://www.doantran.me/projects/traveloka	UI/UX Design Project	March 2024 - April 2024
<ul style="list-style-type: none">Created a distinctive logotype using typefaces, ensuring visual consistency with the brand's mission.Designed a business card and billboard, incorporating typography, and a cohesive color scheme that captures attention and communicates the brand's key message.Prototyped a user-friendly website homepage in Figma, focusing on branding, UI design, and user experience.		