Atlanta, GA
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U.S Citizen

Doan Tran

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Objective

- 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.

Education

Atlanta, GA   **Georgia Institute of Technology**   **December 2024**

- B.S. in Computational Media in **Interaction Design - Media** - GPA: 3.82
- **Technical Skills:** Java, React, React Native, Python, JavaScript, HTML, CSS.
- **Tools**: Figma, Unity, Adobe Creative Suite, Blender.
- **Design Skills:** User Research, Personas, Prototyping, Wireframing, High-fidelity design, Branding, Interaction design, Style guides, UI design, Usability testing.

Work Experience

Customer Service Cashier   **K and G Fashion Superstore**   **July 2018 - present**

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

Project Experience

Culinary Chaos Game   **Video Game Design Team Project**   **November 2024 - December 2024**

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, **weekly standup** meetings to coordinate design, development, and feature integration within 3 months.

ILUVUS - Social Media Platform   **Junior Design Project**   **August 2023 - May 2024**

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.

Twitterbot   **Computational Media Team Project**   **August 2022 - September 2022**

https://github.com/doan1212/Twitter-Bot.git

- 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.

Frogger Game   **Object and Design Team Project**   **January 2023 - April 2023**

https://github.com/doan1212/Group47_Frogger

- 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   **UI/UX Design Project**   **March 2024 - April 2024**

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.