

# Tien Phan

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## EDUCATION

### University of Texas at Dallas

December 2026

*B.S. in Computer Science*

*Richardson, TX*

- GPA: 3.8/4.0
- Relevant Coursework: Database Systems, Data Structures & Algorithms, Computer Architecture

## TECHNICAL SKILLS

**Languages:** C/C++, JavaScript, TypeScript, Java, HTML/CSS

**Frameworks & Libraries:** React, React Native, Next.js, Node.js, TailwindCSS

**Databases:** MySQL, Firebase, MongoDB

**Tools:** Git, VS Code, Figma, Jira, Trello, Notion

## EXPERIENCE

### HackUTD

Jan. 2025 – Present

*UI Designer*

*Richardson, TX*

- Redesigned HackUTD's website UI, optimizing navigation and enhancing the digital experience for **1,000+** hackathon participants
- Designed and prototyped interactive components in Figma for key user flows (landing, schedule, sponsors sections), creating a reusable component library that accelerates front-end development by **~15%**
- Collaborated with **7+ designers** on cross-platform assets, including social media graphics, event merchandise, and iterative UI design reviews, to deliver production-ready visuals

## PROJECTS

### CometClaim

Jan. 2025 – May 2025

*React Native, TypeScript, Figma, UI/UX*

- Awarded **2nd Place** at ACM Project Showcase for a full-stack mobile application solving campus lost-and-found
- Engineered the **React Native** frontend for post/claim workflows with image uploads (**AWS S3**) and real-time chat, enabling users to share item photos and recover belongings more efficiently
- Collaborated with the backend engineer to define API specifications, ensuring efficient data fetching and state synchronization for an optimal user experience
- Designed high-fidelity prototypes in **Figma**; styled components for a consistent and accessible user experience
- Worked in a 4-person agile team using **GitHub Projects**, conducting weekly code reviews to ensure code quality and knowledge sharing

### Meeting Scheduler

Dec. 2024 – May 2025

*Next.js, JavaScript, Figma*

- Engineered the interactive scheduling interface in **Next.js**, featuring a visual availability selector and a participant management system
- Implemented state management for user selections using React hooks, ensuring a seamless and responsive user experience
- Prototyped the **UI/UX** in **Figma**, focusing on visual clarity to effectively communicate time conflicts and participation overlap

### Math Matching: Multiply Easy Game

Aug. 2024 – Dec. 2024

*Assembly*

- Developed a card-matching game in **MIPS Assembly**, managing system resources through strategic **register allocation** and stack-based function calls
- Engineered a **modular architecture** by splitting core logic into separate files for display, input validation, and game state, improving maintainability
- Implemented game mechanics including a dynamic **4x4 game board**, user **input parsing**, and a logic engine to **validate matches** against a hidden answer matrix