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

STUDENT ORGANIZATIONS

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 $\sim 15\%$
- Collaborated with **7+ designers** on cross-platform assets, including social media graphics, event merchandise, and iterative UI design reviews, to deliver production-ready visuals

VINCEF Apr. 2024 – May 2025

Photographer, Media & Tech Support Officer

Richardson, TX

- Photographed and documented cultural events with **60+** attendees, preserving and promoting Vietnamese traditions on campus
- Designed shirt logos leading to **30+** shirts sold; created digital posters for social media to increase engagement and event turnout
- Maintained and updated the organization's website and social media platforms, increasing reach and ensuring accurate content

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

Technical Skills

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

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

Databases: Firebase, SQL

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