

HAC HAI PHAM

UX DESIGN

/ ALL ABOUT ME

UX designer with a strategic mindset who strikes the perfect balance between innovative problem solving, systems and taste.

Able to help throughout the design process and create a design based on user-centered methodologies, making development feasible in terms of technology, viable in terms of needs, and usable for its users.

Helping to advance technological change and improve inefficiencies in the modern world to create positive impact.

Affinity for research, optimizing processes and finding solutions for problems that are not obviously apparent.

/ SKILLS

Competitive Analysis
User Research
Sitemaps
IA
User Personas
User Flows
User Journeys
Wireframing
Prototyping Usability
Testing
Style Guides
Firma, Balsamiq

/ TOOLS

Balsamiq
Photoshop
Sketch
Figma
UsabilityHub
OptimalSort

/ LANGUAGES

German
English
Vietnamese

/ CONTACT DETAILS

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/ EDUCATION HISTORY

>> CareerFoundry

Certificate in UX DESIGN | 2021

A 6-month intensive course for UX designers, specializing in UX fundamentals and methodology, data and research-driven approaches to design, as well as prototyping, wireframing and website optimization.

Focused study to keep up with technological change and build a foundation based on personal strengths.

>> Padergogik

Participatory Certificate in Career Coaching | 2020

1-on-1 Coaching to analyse strengths and competencies to concretise path for career development.

>> HTW Berlin

Bachelor of Arts, Game Design, Graduation Degree: 1,7 | 2011-2015

Project-based study curriculum with focus on Concept Art. Work on multiple team-based projects to create a finished game.

>> Heinrich-Hertz-Gymnasium Erfurt

A Levels, Graduation Degree: 1,8 | 2006-2011

/ WORK EXPERIENCE

>> Freelance Illustrator

Various | 2015 - Present

Illustrating characters, backgrounds and marketing material for independent board game projects to help visualize and sell the game.

>> Concept Artist Internship

Jo-Mei Games | 2014 - 2015

Concepting game world and creature designs for Sea of Solitude during early stage to develop the vision and direction for the game. Game published by Sony and to be republished by Quantic Dream.

PROJECTS

/ RE:ORDER - UX DESIGN - 2021

Created the UX design for a responsive web app that solves the need for increasing demand for contactless payment, and people being forced to stay at home due to the global corona pandemic starting 2020. Used competitive analysis, user research, user personas, user flows, wireframing & prototyping and usability testing to design an app that allows users to organize, carry out and get reminded of recurring orders.

[Link to project](#)