

isabel pham

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Education

University of California, Irvine – June 2023 | GPA: 3.81
B.S. in Informatics, Human-Computer Interaction
Minor in Digital Arts

Toolbox & Skills

Tools: Figma, Adobe Illustrator, Adobe Photoshop, Adobe XD, & Git
Programming: HTML, CSS, JavaScript, React, Python, & Java
Skills: User Research, Usability Testing, Visual Design, & Prototyping

Experience

Design & Partnership Lab – Irvine, CA | sites.uci.edu/daplab

Junior Frontend Developer | September 2022 – Present

- Initialize the CSS framework, Tailwind, to the team's GitHub repository and create Edsight's onboarding pages and a collapsible navigation bar component.
- Worked in an agile environment with weekly stand-ups to give progress updates and get feedback from the development team.

UX/UI Research Assistant | September 2022 – Present

- Collaborate cross-functionally with qualitative researchers, designers, and front-end developers to revamp the current design system to increase accessibility for Edsight, a visual analytics platform that provides feedback through data visualization for K-12 math teachers to enhance teaching.
- Attend weekly meetings to discuss findings on research papers and design decisions to improve Edsight user experiences with developers and design leads.

Gameln – Irvine, CA | gamein.gg

Junior Frontend Developer | September 2022 – Present

- Render components to Create Teams, Dashboard, and Message Center pages, allowing users to add members to organizations, track sponsorship ongoing offers and deals, and message other accounts through the React framework.

Junior UX/UI Designer | September 2022 – Present

- Designed a platform that allows small Esports content creators to find sponsorship opportunities through iterative feedback from stakeholders, developers, and designers.
- Implement changes to Gameln's data visualizations and information architecture through user testing to ensure a positive user experience and intuitive designs.

Design at UCI – Irvine, CA | designatuci.com

Creative Director | September 2022 – Present

- Conduct meetings with the graphic designers to guide the direction of branding improvement throughout the club's platforms, merch ideas to increase sales profits, and promotional graphics for weekly events and annual design-a-thons.
- Give feedback and provide resources for graphics and the website to improve accessibility and user experience.

Graphic Designer | September 2021 – September 2022

- Incorporated design system brand to graphics, creating fun and sleek graphics to advertise weekly club events.
- Maintained a unified brand through visuals across all social platforms to attract potential club members who are interested in learning more about design.

UCI's Womxn's Center for Success – Irvine, CA | womxnscenter.uci.edu

Graphic Designer | September 2022 – Present

- Develop 2-3 graphic design projects per week, including visual content for social media posts, campus-spread promotional materials, while integrating web-accessible design practices and practical design principles into graphics.
- Maintain client-designer relationships with 7 student programming interns through graphic request forms and an active feedback system.

Commit the Change – Irvine, CA | ctc-uci.com

UX/UI Designer | October 2021 – June 2022

- Worked with a cross-functional team of designers and developers to design and develop creative solutions in products for non-profit organizations that make a difference in the community through user surveys, interviews, and market analysis to establish key design features and user journey.
- Designed a management system to better connect with volunteers and increase engagement in food bank events that help reduce food waste and food insecurity while conducting iterative usability testing.