isabel pham

Santa Ana, CA | isabel.pham915@gmail.com | (714)-837-1776 | isabelpham.github.io

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   *September 2022 – Present*
UX/UI Developer Research Assistant
- 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..
- Worked in an agile environment with weekly stand-ups to give progress updates, and discuss findings on research papers, and design decisions to improve Edsight user experiences with developers and the design lead.
- Initialize the CSS framework, Tailwind, to the team's GitHub repository and create Edsight's onboarding pages and a collapsible navigation bar component.

GameIn – Irvine, CA | gamein.gg   *September 2022 – Present*
UX/UI Frontend Developer Intern
- Designed a platform that allows small Esports content creators to find sponsorship opportunities through iterative feedback from stakeholders, developers, and designers.
- Implement changes to GameIn's data visualizations and information architecture through user testing to ensure a positive user experience and intuitive designs.
- Render React 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.

UCI's Womxn's Center for Success – Irvine, CA | womxnscenter.uci.edu   *September 2022 – Present*
Graphic Designer Intern
- 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.

Activities

Design at UCI – Irvine, CA | designatuci.com   *June 2022 – Present*
Creative Director
- Conduct meetings with a team of 5 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 graphic designers to improve accessibility and user experience while maintaining a unified brand through visuals across all social platforms to attract potential club members interested in learning more about design.

CodePath – Remote | codepath.org   *February 2023 – Present*
WEB101 participant
- Attend weekly full-stack web development lectures to learn fundamentals in HTML, CSS, and JavaScript to create a working dynamic web application.
- Participate in-class activities with a group of 4 other participants to practice and experiment with new concepts while communicating the weekly progress of the project through presentations.

Commit the Change – Irvine, CA | ctc-uci.com   *October 2021 – June 2022*
UX/UI Designer
- 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 insecurity while conducting iterative usability testing.