# HA NGUYEN THAO VY

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Portfolio: https://jjoevv.github.io/hanguyenthaovy/
https://www.behance.net/hntvy
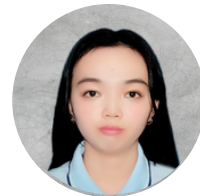
## OBJECTIVE

As a recent IT graduate, I am seeking a UX/UI Designer internship in a dynamic environment where I can apply my design expertise and research skills to craft intuitive and engaging user experiences. I am committed to continuous learning and professional growth, with a clear goal to enhance my abilities and contribute to the UX/UI field in the next 6 months.

## SKILLS

### Technical proficiency

- UX/UI Design: Figma, Illustrator
- Frontend Development: HTML, CSS, JavaScript, TypeScript, React.js
- Design Tools: Adobe Illustrator, Figma
- User Analysis: User Flow, User Story
- Responsive Design: Bootstrap, Tailwind CSS
- Version Control: Git, GitHub
- Agile: Scrum, Sprint Planning

### Soft skills

- Communication
- Teamwork
- Problem-Solving
- Time Management
- Adaptability
- Conflict Resolution
- Creativity

## EDUCATION & CERTIFICATIONS

**Ho Chi Minh City University of Science (HCMUS)**

Majors: Information Technology
GPA: 3.0

**English**
Toefl ITP 487 score

## EXTRACURRICULAR ACTIVITIES

**Students Support & Advisory Association**

**Role: Leader & Designer**

The alumni association hosts a 'Back to School' event to support high school students with university enrollment. Position in creating social media graphics, cards, banners, and event content, with leadership experience in social media campaigns and event coordination.

# HA NGUYEN THAO VY

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https://github.com/jjoevv
https://jjoevv.github.io/MyProposal/

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## PROFESSIONAL EXPERIENCE

**GRADUATION PROJECT**                                                                           **Dec 2023 - Jul 2024**

- Project: Scientific Conference Search Website
- Description: A web application that allows users to search, filter, and track scientific conferences, ensuring they stay updated on any changes. The application supports two main roles: user and admin. The admin role is responsible for managing the system.
- Duties: Analyzed user needs, designed interfaces with Figma for user and admin roles, and developed the front end using ReactJS and Bootstrap for a responsive user experience.
- Roles: Lead Frontend Developer and UX/UI Designer.
- Technologies: Figma, ReactJS, Bootstrap.

**INTERFACE DESIGN COURSE PROJECT**                                                        **Sep 2023 - Jan 2024**

- Project: Pet Shop Website Interface Design
- Description: Designed an interface for a pet shop website, featuring core functionalities like pet adoption, scheduling appointments for in-store services, and purchasing pet products.
- Duties: Conduct user analysis, create user flow diagrams, generate design concepts, and execute UI/UX design.
- Roles: UI/UX Designer
- Technologies: Figma

**PERSONAL INTERFACE DESIGN PROJECT**                                                            **Dec 2024**

- Project: Travel Booking App Interface Design
- Description: Designed the user interface for a travel booking app, enabling users to search and book travel packages, accommodations, and transportation. Focused on creating a user-friendly, visually appealing interface with clear navigation and detailed travel information.
- Duties: Conduct user analysis, create wireframes, design mockups, and refine the interface for usability and aesthetics.
- Roles: UX/UI Designer.
- Technologies: Figma

**UDEMY COURSE**                                                                                     **Oct 2024**

- Project: Wellness Clinic
- Description: A web design project from a Udemy course focused on the design process, including user flows, wireframes, and high-fidelity mockups for a wellness clinic's services and appointment booking interface.
- Duties: Conducted user research, created user flows, developed wireframes, and designed high-fidelity mockups; collaborated on frontend implementation.
- Roles: UX/UI Designer
- Technologies: Figma, Adobe Illustrator,