Leon Dinh

Secret Clearance

Location: Orlando, FL
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Portfolio: https://kaider.github.io/Portfolio/

Highly motivated professional with over 9 years of Technology / Design experience, looking to obtain a position in which I am given the opportunity to play a direct role in the growth and success of the organization.

Work Experience

Huntington Ingalls Industries, Orlando FL – *Product designer*   *Apr 2019 – Present*

- Apply design thinking mindset to define core of user needs and problem statement.
- Design features and interactions for confidential DoD products.
- Work closely within a team of 30+ designers and developers from discovery phase to completion.
- Participate in daily standups addressing progress, goals, and roadblocks on active assignments.
- Conceptualize and iterate prototypes from mock-ups, lo-fidelities to hi-fidelities.
- Design pixels-perfect UI that focuses on retaining user engagement.
- Advocate for user experience-centered products using research and analysis.
- Facilitate design critique and review sessions with varying levels of stakeholders.
- Quick iterating upon user, stakeholder, and leadership feedbacks.
- Large scale 3D asset creation for training simulations, build reusable code and libraries for future use.

Corys Thunder, Jacksonville FL – *Multimedia Specialist*   *Sep 2015 – Apr 2019*

- Collaborated with product managers, analysts, testers, engineers, and other designers to prioritize, deliver, and validate new experiences and updates for customers
- Responsible for UI design to bring real-life locomotive controls into immersive training simulation.
- Brainstormed and prototyped several pixel-perfect concepts, in collaborations with engineers.
- Prototyped and developed internal training videos, presentations, and web application.
- Managed and contributed to reusable component-library of design brandings, practices, and guidelines.

Delta V Engineering, Charlotte NC – *Junior Animator*   *Jun 2014 – Sep 2015*

- Drafted schematic drawings for accident reconstruction.
- Responsible for harvesting and repurposing Point cloud data.
- Developed 3D animations in multiple perspectives using Point cloud data and Photogrammetry.

Freelance Web & Graphic Designer, Orlando FL   *Mar 2013 – Present*

- Work as freelance artist for multiple projects including UI design, illustrations, motion graphics, business brandings and menus, promotional videos, and website layouts.

Applicable Skills

- **Relevant Softwares**: Figma, Miro, inVision, Confluence, Adobe Creative Suite, Autodesk 3D packages, AutoCAD, Rhino, Solidworks, VS Code, PerForce, Subversion
- **Methodologies**: Graphic Design, Typography, Design Strategy, User Research, User Interviews, Personas, Journey Mapping, Wireframing, Prototyping, UI Design, Mobile Design
- **Engineering**: HTML, CSS, Javascript, Bootstrap, Unreal Engine, Unity3D, Roblox, CryEngine, Python.

Education

UNIVERSITY OF CENTRAL FLORIDA – Certificate of Web Development   *May 2022*

FULL SAIL UNIVERSITY – Bachelor of Science in Computer Animation   *March 2013*