

Experience

Vietnamese Student Association (VSA) — Graphic Designer

University of Washington | July 2025 - Present

- Designed branded materials (t-shirts and membership cards) used by 100+ members, generating \$2,000.
- Created promotional graphics for Phở King, a biennial intercollegiate cultural show contributing to fundraising efforts.
- Developed social media content for biweekly general meetings, increasing engagement and visibility across the VSA community.

Human Centered Game Design — Game Designer & Visual Designer

UW Directed Research Group | June – August 2025

- Designed and developed a 2D narrative simulation game promoting environmental awareness and shoreline sustainability.
- Conceptualized storyline, mechanics, and world-building centered on cleaning and restoring a polluted coast through tide-based gameplay cycles.
- Created gameplay mechanics that allows players to rescue marine life, restore tidepools, reinforcing sustainability learning through interactive play.
- Designed art direction and visual style (ocean/tidepool theme) with soft pixel aesthetics and customizable environmental assets (e.g., coral biomes, lanterns).

Inclusive Design and Engineering — UX Researcher/UI Designer

University of Washington | January – March 2025

- Partnered with a colorblind user to co-design an accessibility focused browser extension for color distinction in digital design interfaces.
- Conducted and led multiple co-design and feedback sessions that informed iterations.
- Presented final prototype and accessibility guidelines to peers and faculty including implementation feasibility.

Visual Communication in HCDE — UX/UI Designer

University of Washington | September – December 2024

- Developed a cohesive visual identity for a food and drink festival hosted at UW, including a wordmark, signage, posters, and a mobile app interface.
- Designed and prototyped user flows enabling attendees to easily browse vendors and bookmark favorites.

Education

University of Washington

Human-Centered Design
and Engineering
June 2027

Skills

Design & Prototyping Tools

Figma · FigJam · Miro ·
Canva · Sketchbook

UX Research

User Interviews · Field
Studies · Surveys · Usability
Testing · Affinity Mapping ·
Journey Mapping · Personas
& Scenarios

UX/UI Design

Wireframing · Prototyping ·
User flows · Visual Design ·
Graphic Design · Interaction
Design · Web Design

Technical Skills

HTML/CSS · Java · Python

Soft Skills

Accessibility and Inclusive
Design · Information
Architecture