# Kevin Tran
## UX Designer

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## Experience

### National Football League — Product Design Intern

Jun 2019 - Aug 2019

Created a design system guide intended to cut onboarding time to <4 minutes to NFL visual guidelines. Analyzed user behavior to decrease bounce rate by 20% with the Insights feature, a feature intended to build narrative for a football game.

### UC San Diego Library — UX Assistant

Sep 2018 - Jun 2019

Synthesized heatmaps and test findings to inform a real-time visualization of available seating and increase students' interaction time with online help channels. Redesigned Web UI components in preparation of global visual update.

### ResMed — UX Intern

Jun 2018 - Sep 2018

Created low/high fidelity prototypes to overhaul an internal app designed to facilitate work flow and improve employee productivity. Designed usability testing protocol for an app designed to assist with beginning respiratory therapy and cutting setup time by 55%.

## Volunteer/Leadership

### Bay Area Older Adults — UX Designer & Content Strategist

Jan 2020 - present

Currently overseeing the restructuring of a website intended to facilitate group activity for ages 50+. Project is expected to apply accessibility design principles for those who are unfamiliar with technology.

### UC San Diego — Instructional Assistant

Sep 2018 - Dec 2018

Constructed curriculum and facilitated critique for the upper divison course: Usability & Information Architecture (COGS 107A). Provided additional guidance pertaining to the design process.

## Education

### University of California San Diego

B.S. Human-Computer Interaction
Class of 2019

## Skills

Sketch, Figma, Adobe CS, Axure, OmniGraffle, Principle, Abstract, Invision, HTML/CSS, Design Systems, Interaction Design, Prototyping, Wireframing, User Flows, Usability Testing, Information Architecture, Storyboarding