# **KEVIN TRAN**

## **Product Designer**

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#### **EXPERIENCE**

## National Football League — Product Design Intern

June 2019 - August 2019

Analyzed user behavior to increase engagement for 'Insights' in the NFL app, a feature intended to build narrative for a game. Contributed to design system across TV, mobile, web, to streamline asset creation.

### UC San Diego Library — UX Assistant

Sep 2018 - June 2019

Synthesized user research to inform a real-time visualization of available seating and increase students' interaction with online help channels.

Redesigned Web UI components in preparation for schoolwide visual update.

## UC San Diego — Instructional Assistant

Sep 2018 - Dec 2018

Constructed curriculum and facilitated critique for the upper divison course: Usability & Information Architecture (COGS 107A). Course focused on structuring websites/apps properly to simplify the user experience.

#### ResMed — UX Intern

June 2018 - September 2018

Created low/high fidelity prototypes to overhaul an internal app designed to facilitate work flow. Moderated usability testing protocol for an app designed to assist with beginning respiratory therapy.

#### **LEADERSHIP**

### Vietnamese Student Association — Designer & Webmaster

September 2017 - June 2018

Maintained and designed mobile and web layouts for one of the largest cultural organizations at UC San Diego.

## Vietnamese Student Association — Culture Night Director

September 2017 - June 2018

Managed and planned a theatre/performing arts show for over 120 participants and 600 attendees,

#### **EDUCATION**

## University of California San Diego

B.S. Human-Computer Interaction 2015-2019

#### **SKILLS**

Sketch, Figma, Adobe Suite, Axure, OmniGraffle, Abstract, Invision, HTML/CSS, Javascript, Interaction Design, Prototyping, Wireframing, User Research, Usability Testing, Information Architecture, Confluence/JIRA