Kevin Tran
Product Designer

kevintxtran.me
kevintxtran@gmail.com
(858)-408-5117

EXPERIENCE

Bay Area Older Adults — UX Designer (Volunteer)
Jan 2020 - present | Remote

Creating responsive wireframes, prototypes to restructure a website intended to facilitate group activity for ages 50+. Facilitating research studies to inform project requirements.

National Football League Media — Product Design Intern
Jun 2019 - Aug 2019 | Los Angeles, CA

Created design system assets to cut onboarding time to <4 minutes to NFL visual guidelines and presented work to internal clients. Created user flows/use cases 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 | La Jolla, CA

Leveraged site analytics and identified pain points to inform a real-time visualization of available seating and increase students' engagement with online help channels. Conducted user interviews and translated data into specific design specifications.

ResMed — UX Intern
Jun 2018 - Sep 2018 | San Diego, CA

Created wireframes/prototypes to overhaul an internal app designed to facilitate work flow and improve employee productivity. Identified research approach and deliverables for an app designed to assist with beginning respiratory therapy, cutting setup time by 55%.

LEADERSHIP

UC San Diego — Instructional Assistant
Sep 2018 - Dec 2018 | La Jolla, CA

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

TOOLS & SKILLS

Adobe Creative Suite, Figma, Principle, Miro, Sketch, Axure, OmniGraffle, Invision, HTML/CSS, JavaScript, Prototyping, Wireframing, Journey Maps, User Flows, Design Systems, Usability Testing, Information Architecture, Agile