



# TRANG TRAN

## UX/UI & VISUAL DESIGNER

www.trangerthings.com  
www.behance.net/trangtt42714e5  
trangtt427@gmail.com  
(925) 352-3373



### PROFILE

A creative thinker with 7+ years of combined UX design, visual design and print experience. I like to approach design issues with the capacity of a user, thinking about the best ways to communicate a business goal in the simplest form.



### EXPERIENCE

#### Controlco - UX Designer/Front End Developer

September 2015 - October 2017

- Collaborated with a building automations team to create IoT applications, both mobile and desktop, for clients to control facility operational settings.
- Designed and developed dashboards, alarm consoles, and other entities to track building innerworkings using HTML/CSS, some javascript, Niagara 4 and DGLux5.
- Designed interfaces that allowed clients to interact with cloud data from installed equipment.
- Provided wireframes, user storyboards, mock-ups, and prototypes using tools like Sketch, InVision, Photoshop, and Illustrator.

#### Freelance - Graphic Designer

August 2008 - Current

- Design both digital and print collateral using Illustrator, Photoshop, and InDesign.
- Ideate and provide artistic critique of client ideas.
- Create digital paintings and scalable graphics.

#### Mt. Diablo High School - Digital Arts Tutor

August 2008 - December 2010

- Taught sophomores how to use Adobe Creative Suite (Illustrator, InDesign, Photoshop), Flash, and Final Cut.
- Challenged students to come up with ideas and solutions to proposed issues in design.
- Mentored students and provided artistic critique in coursework.
- Managed classroom digital equipment.



### EDUCATION

#### University of California, Santa Barbara 2012 - 2014

B.S. Biology,  
emphasis in psychobiology

#### Diablo Valley College 2008 - 2012

A.A. Biology  
Other focuses: graphic design,  
painting with watercolors,  
2D animation, architecture,  
psychology



### AREAS OF EXPERTISE

#### Skills

Gathering data  
Lo-fi & hi-fi mock-ups  
Wireframing & storyboarding  
Iterative design  
Prototyping  
HTML/CSS  
Print design  
Visual design  
Color theory  
Typography  
Iconography

#### Software

Sketch  
InVision  
Photoshop  
Illustrator  
InDesign  
CorelDRAW  
AutoCAD  
Final Cut  
SketchUp  
Maya