MIMI
TRAN
ZAMBETTI

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Education

University of Southern California
B.S. Arts, Technology and the Business
of Innovation · GPA 3.8 · 2016 - 2020

The Iovine and Young Academy
offers a collaborative, project-based
curriculum at the intersection of
design, tech, and business.

Coursework: Rapid Visualization,
Product Design, Motion Graphics,
Design Theory, Hacking for Defense

Minors: Architecture, Social Entrepreneurship

Honors

USC Presidential Scholarship
USC Dean's List
2018 Lightspeed Fellowship Finalist - Monokul
2018 KPCB Design Fellows Finalist - Design
2018 NEA Next Finalist - Design & Product Dev
Iovine and Young Prize - Tommy Bot
2017 IDEO CoLab Makeathon Participant

Skills & Toolbox

Illustrator, Photoshop, InDesign, Sketch, Figma
InVision, user-centered research & design
HTML/CSS, Javascript, SQL/PHP
Lightroom, After Effects, Premiere, Final Cut

Languages

French - fluent
Vietnamese - proficient
Spanish - proficient

Projects

Monokul, Design & Product Development · Dec 2017 - present
Working with team of four to provide quantitative & actionable
insights into company culture using social psychology and NLP.

Spark SC, Core Team · Dec 2017 - present
On the leadership team of five, I help manage finances, recruitment,
and fellowship for this 40-student organization at USC that fosters
entrepreneurship. In addition to Break to Make, I lead the Bay Trip.

Break to Make, Lead Organizer · May 2017 - present
In 2017, launched the all women's makeathon hosted by Spark SC,
where ten teams created IoT and product design projects.
In 2018, leading team of six; developing brand and fundraising.

A Numbers Game, Art & Media · Jan 2018 - present
Designing brand & media on a team of four for the release of this
competitive, card based dating sim for millenials by millenials.

Turnstone, User Research & Design · Jan 2018 - present
I have 3 teammates, 10 weekly interviews, and 15 weeks to develop a
solution to a youth intervention challenge for the State Department
Bureau of CVE in this graduate level "Hacking for Defense" course.

Tommy Bot, Co-Founder, Design & Project Dev · Sep 2016 - 2017
With a team of four, created and launched a chatbot that answers
queries about USC. By the end of the year in May, we were awarded
the $10,000 IY Prize and had acquired several hundred daily users.

A Slime in Time, Art & Marketing · Jan 2017 - May 2017
Created rollout strategy, brand, and key art for a multiplayer
Hololens game released on Window's Store with a team of eleven.

Experience

Sunsool, UI/UX Design Intern · Summer 2017

Botrama, UI/UX & Web Design Intern · Summer 2016