



NAM GIANG

Front-end Developer

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Portfolio: namgiang.co

EDUCATION

Master of Human Computer Interaction and Design - Université Paris-Sud, France (2015 - 2016).

Master of Human Media Interaction - University of Twente, the Netherlands (2014 - 2015).

Master of Human Computer Interaction and Design with a minor in Innovation & Entrepreneurship - EIT Digital Academy (2014 - 2016).

Internet of Things Summer School - EIT Digital, KTH, Stockholm, Sweden (August 2015).

WORK EXPERIENCE

Front-end Developer - OhMyGeorge (December 2016 - now).

Developed the front-end of a hybrid cross-platform mobile app and guaranteed the smooth user experience.

UX Design & Developer Intern - ExSitu (previously known as In[Situ]) - Situated Interaction Lab, Inria, Paris, France (March-August 2016).

Conducted *user studies*, designed the *user experience*, created *prototypes*, and developed a *web app* for attendees at CHI & UIST conference. March - August 2016. The [demo paper](#) is accepted at UIST'16 Conference.

Web Developer - ZigeXn Ventura Co., Ho Chi Minh City, Vietnam (February 2013 - April 2014). *Junior Full-stack Ruby on Rails developer*, built websites for Japanese and Vietnamese markets.

VOLUNTEERING

Student Volunteer - Participatory Design Conference 2016, Aarhus, Denmark.

Sarus Exchange Program - International Student Volunteer Program: *English teaching, Logistics Management, Team Leader*.

SKILLS

Front-end Development: developed the front-end for OhMyGeorge - an education and gaming app for forex trading - using Ionic 2 Framework.

Web Design and Development: designed (UX) and developed [CHI Playlist](#) and UIST Playlist- a web app to schedule with video previews for attendees at CHI Conference.

Mobile Design: designed (UX) a schedule tool with Video Previews for attendees at UIST Conference using Ionic framework.

User-centred Design & Research: designed for specific user groups such as conference attendees, people with visual impairment, etc. with iterations.

Rapid Prototyping: made paper and video prototypes of an architectural plan management software for construction site.

Tangible Interaction Design: designed and developed [Touching Stories](#) - a novel way to visualize Dutch folk tales database on Microsoft Touch Table.

Data Visualization Technique: designed and developed [Film Planetarium](#) - a visualization of collaborations between movie directors and actors.

Research Methodology: designed and developed a [pilot experiment](#) to learn about the influence of physical body heat on human social perception in virtual reality.

Entrepreneurship - Lean Startup: awarded the **Best Business Plan** at the Internet of Things Summer School in Stockholm.

TECHNICAL SKILLS

HTML5 & CSS3

SCSS

Javascript, TypeScript

Ionic 2

Angular 2

MVC Framework

Git

Adobe Photoshop

Adobe InDesign

Google Material Design