Quynh Tran

041-497-5953 • **MY PORTFOLIO** • quynhtran.kath@gmail.com

GITHUB · LINKEDIN · MEDIUM

EXPERIENCE

Founder – typicalkath.com

April 2025 — Now • Part-time, Finland

- Founded and independently run Typicalkath, a niche fashion brand specialising in Japanese secondhand clothing and handmade accessories.
- Built and maintain Typicalkath's Shopify e-commerce site; manage all operations including importing, accounting, marketing, design, photography, customer service, and inventory.

Teaching Assistant & Content Crew – Tampere University

September 2024 — May 2025 • 9mos • Part-time, Finland

- Assisted with HTI-100: Human-Technology Interaction, supporting over 100 students and handling admin tasks (grading, course support).
- Supported incoming students via UniBuddy, providing guidance and answering inquiries.
- Created social media content to promote the university experience including: Wrote a top-3 blog on winter mental health, reaching 8K+ views and featured on Weixin. Produced a top-performing Instagram Reel with 11.3K views and 100+ likes.

Design System Trainee – Visma Finland

May 2024 — September 2024 • 5mos • Full-time, Finland

- Collaborated with UX Designers and Developers to design, maintain, and document scalable Design System components and guidelines.
- Conducted in-depth research and authored a thesis on developing and implementing a chatbot flow integrated with Zapier, streamlining trigger-based automation to enhance support for the Design System team.

Freelance UX Consultant – BESI Industries N.V.

April 2024 — June 2024 • 2mos • Contract, Netherlands

- Defined the problems, ideate the re-design interface for inspection application at BESI
- Consulted the UX roadmap for the project and facilitate the workshop
- Collaborated with engineers to create the sketches of the new inspection dashboard interface

UI/UX Designer – Writerzen

April 2022 — June 2023 • 1yr 3mos • Full-time, remote Vietnam

- Conducted user research to improve SEO onboarding, increasing conversion by 8.8% and trial users by 88% in 3 months.
- Collaborated with marketing to design landing pages and create engaging UX content.
- Designed graphics for Writerzen's marketing campaigns, including blog, social media, and video content.

EDUCATION

Master of Computer Sciences, Human-Technology Interaction

2022 – 2024 • Tampere University

GPA: **4.08/5** (completed 123/120 ECT)

Thesis: AI in The Workplace – The Study of Employee Perspectives Towards a Chatbot Usage and Trust

Bachelor of Hospitality Management

2018 – 2021 • Lapland University of Applied Sciences, Finland

TOOLS

Interaction Design: Figma, Balsamiq, Adobe XD
Visual Design: Canva, Adobe Illustration, Photoshop
Web development: Webflow, Squarespace, WordPress, Wix, Voiceflow
Programming (basic) : HTML/CSS, React JS, SQL
Collaboration: Miro, Jira, Teams, Slack, Trello
Data analysis: Tableau, SPSS Statistics, Excel
Digital Marketing : Hubspot, Zapier, Mailchimp, Salesforce

SKILLS

User Experience (UX)
Detail-Oriented
Cross-functional Collaboration
User Testing
Problem-solving
Creative

CERTIFICATES

AI for everyone - DeepLearning.AI
Google UX Design - Coursera
Trailhead Certificates and Badges - Salesforces
Inbound Marketing - HubSpot Academy

ACHIEVEMENT

Winner team, 3rd place, Metaverse & Web3 Hackathon 2023:

Developed application that stimulates immersive reality gamification to increase the schoolers interest in manufacture industry.

Winner team, Inclusive Cities Hackathon 2022:

Collaborated to create prototype system that capture digital moments and donate to museum

LANGUAGE

English - C1   Finnish - A2