



ABOUT

I'm a Software Engineering student with an interest in UI/UX Design and Front-end Development.

I'm not afraid to learn, challenge, and practice because I know that is the exactly way to complete myself and become who I want to become.

CONTACT

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SKILLS


- Industry knowledge
 - Design thinking, principles of design
- Design techniques
 - Wireframing, prototyping, mock-up
- Design tool
 - Figma
- Front-end technologies
 - Basic HTML, CSS, JavaScript
- Version control
 - Git
- Database
 - MS SQL Server, MySQL
- Soft skills
 - Team working, willing to learn, time management, task management
- English
 - Basic communication and reading document

NGUYEN TRONG PHUC

UI/UX Designer

My portfolio here

EDUCATION



HCMC University of Technology and Education
Information Technology
GPA: 3.26/4

08/2021 – Present

PROJECTS




ROOM.shambles • Assorted resources website08/2024 – Present

ROOM.shambles is a mini website project that supports UI/UX designers and Front-end developers by providing tools, inspirations, documents, and other resources to enhance and boost their productivity.

Team size	1
Technologies used	Basic HTML, CSS, and JavaScript. Json-server as a mock API. Google Form for submitting contributors' resources.
Responsibility	Handpicked valuable resources and carefully classify them by category. Designed detailed and good visual user interface. Implemented website and deployed it by using Vercel.
Source	 room-shambles  room-shambles  room-shambles


CisnW • Android music player application03/2024 – 05/2024

The final project of the Mobile Development course. We implemented an online music player application that runs on Android by using Java and supported libraries.

Team size	4
Position	UI Designer, Front-end, and Back-end Developer.
Technologies used	Material Components for Android (MDC-Android). Java and Spring Boot for back-end. MySQL for database. Cloundinary as a media storage.
Responsibility	Designed user interfaces for 2 application: listener and artist. Coded both user interfaces and logic processing for CRUD of Playlist, Favourite songs function for the listener application. Implemented light/dark mode, multi-language (English and Vietnamese) for the listener application. Used Palette library to custom gradient background based on media image for the listener application.
Sources	 cisnw_design  music_app  music_app_backend

Spotify Android • Pixel-by-pixel design tracing07/2023

The first resource published in Figma Community. This included 2 version: the first one have some user interfaces of the Spotify's main features, the second one is actually an updating for the previous version with more user interfaces and available detailedly prototype.

Team size	1
Responsibility	Created text styles, color styles, and UI components based on Spotify Android application. Made UI design and detailedly prototype for Spotify's function, such as sign up, log in, search, play song, and manage user's library.
Source	 spotify_android