

TRANG DO

INTERACTION DESIGNER

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SKILLS

Design

Problem-solving through design and user research; proficient with UX and UI design, graphic design, and visual communication. Innovate using a variety of software and tools for a range of applications.

Development

Prototype and front-end development, transform static designs and wireframes into interactive and/or coded prototypes, capable with simple backend database.

Tools

Photoshop, Illustrator, InDesign, Adobe XD, Figma, Cinema 4D, Spline, Meta Spark, HTML, CSS, JavaScript, MongoDB, Tableau, Arduino, Microsoft Office

CERTIFICATION

TCPS2 Course on Research Ethics

Received 01/22

Knowledgeable in and have implemented ethical practices applicable to studies involving human participants. Conducted quantitative research and usability tests.

EDUCATION

Honours Bachelor of Interaction Design

09/21 – 04/25

Sheridan College, Oakville, ON

- Multidisciplinary program cultivating design empathy alongside technical skills. Completed projects include physical computing, visual communication, and human-centred problem-solving.
- Courses include: Visual Design and Rhetoric, Conceptual Process, Visualizing Information and Data, Narrative, Design Strategy, Databases and Dynamic Data, Physical Computing, Research Methods, Usability, Contemporary Problems.
- Program cumulative GPA of 3.9/4.0.

ACADEMIC PROJECTS

Designing for Attention Span

01/24 – 04/24

- Redesigned YouTube home feed and watch time features to better account for users' attention span.
- Conducted research into YouTube's business model, users, technology, and externalities.
- Developed high fidelity wireframes and user tested an interactive prototype with Figma.

One-handed Messaging for iOS

09/22 – 12/22

- Redesigned the iOS Messages mobile application to improve reach-ability and reduce workload, adhering to a UI style guide compiled from iOS guidelines.
- Developed and user tested an interactive prototype with Figma.

Shopping Calculator with Currency Converter

01/22 – 04/22

- Designed a financial support tool for new visitors and residents across all provinces in Canada.
- Conducted user testing with paper prototypes and applied key insights to subsequent digital prototypes.
- Developed a web application using HTML, CSS, and JavaScript, with an integrated API for currency conversion.

EXPERIENCE

UI/UX and Graphic Designer | Co-op Placement and Part-time, Sheridan S-Sense, Mississauga, ON

06/24 – 12/24

- Support the development of user interfaces, graphical assets, and the design system for the Sheridan S-Sense program and mobile application, a project aiming to help students develop agility and resilience.
- Collaborated with designers, developers, and researchers. Participated in weekly reviews and ideation sessions.

Co-Lead of Sheridan IXDA Mentorship | Academic Club, Sheridan College, Oakville, ON

04/23 – 04/24

- Organized academic-related support for the student body as part of Sheridan Interaction Design Association.
- Collaborated with club members and a team of volunteers.

Peer Program and Course Tutor | Co-curricular Recognition, Sheridan College, Oakville, ON

01/23 – 04/25

- Offered weekly academic support to Interaction Design students across the majority of core program courses.
- Cooperated with professors, peers, and tutoring associates.