VINCENT TRAN

UX & Product Designer

EDUCATION

vincentran.com

(626) 759 - 3327

vincent6@uci.edu

University of California, Irvine

September 2017 - March 2021 GPA: 3.5

Interaction

B.A. in Business Economics

B.S. in Informatics: Human-Computer

LEADERSHIP

Vice President of Chapter Operations · Alpha Kappa Psi

Coding Instructor · Coding Minds Academy

Marketing Agent · Welk Resorts

SKILLS

Design

Figma · AdobeXD · Design Strategy · Web Design · Prototyping · Wireframing · Interaction Design · User Flows · User Interface · Game Design · Sketching · Mental Models · Information Architecture

Research

User Interviews · Surveys · Heuristic Evaluation · Usability Testing · Competitive Analysis · Personas · Contextual Inquiry · Journey Mapping · Task Analysis

Programming

HTML · CSS · JavaScript · Python · Bootstrap · AngularJS · jQuery · TypeScript · Java · C++

Business

Marketing Strategy · Excel · Business Strategy · Project Management · Data Visualization · Requirements Gathering

RELEVANT EXPERIENCE

Product Designer · Commit the Change

October 2020 - Present · Irvine, CA

- Partnered with Justice for Families to reform juvenile incarceration.
- Designing mobile application where families of incarcerated loved ones can find community and support.
- Employed user research techniques to identify user needs and goals.

PROJECTS

Web Designer & Developer · vincentran.com

November 2020 - December 2020 · San Gabriel, CA

- Designed portfolio website with intutitive user experiences for recruiters.
- Developed website by coding in HTML, CSS, JavaScript, and Bootstrap.

Product Designer & Researcher · UCI Design-a-thon

November 20-22, 2020 · Irvine, CA

- Recognized as a top 5 finalist from product design professionals.
- Produced "Studoent", a desktop application that improves a college student's productivity and mindfulness.
- Designed a MVP as a solo participant by employing various user research and design techniques.

UI/UX Designer · Nintendo Online App Redesign

September 2020 · San Gabriel, CA

- Developed empathy for users by conducting comparative analyses, user surveys, user interviews, usability tests, and online research.
- Sketched low-fi mockups by using the crazy 8's method guided by creating user personas and highlighting design goals.
- Redesigned the application by utilizing wireframing, prototyping, and interaction design techniques in Adobe XD.

UX Designer & Researcher · Soundcloud Redesign

April 2020 - June 2020 · Irvine, CA

- Understood potential users and stakeholders by conducting online surveys, remote interviews, and competitive analyses.
- Identified Soundcloud user experience issues by conducting remote user tests and collaborative heuristic evaluations.
- Redesigned Soundcloud by utilizing sketching and wireframing to create evidence-based high-fidelity Figma mockups.