



CONTACT

P: (260) 797-8525

E: jefftran@iu.edu

W:

<http://cgi.sice.indiana.edu/~jefftran/myPortfolio/index.html>

DESIGN METHODS

Brainstorming
Documentation
Personas
Prototypes
Sketching
Storyboards
Usability Tests
Wireframing

RESEARCH METHODS

Affinity Diagrams
Card Sorting
Focus Groups
Interviews
Observation
Surveys

DESIGN TOOLS

Adobe XD
Photoshop
Illustrator

DEVELOPMENT TOOLS

Java
Android Studio
Visual Studio
Python
HTML / CSS
JavaScript
SQL
PHP

Jeffrey Tran

User Experience Designer/Developer

EDUCATION

August 2016 – May 2020

Bachelor of Science in Informatics

Indiana University, Bloomington, IN

Minor: Human-Centered Computing

Cumulative GPA: 3.46 / 4.0

WORK EXPERIENCE

Undergraduate Instructor for Indiana University

August 2018 – Present | Bloomington, IN

- Held conversations about course material with students, ensuring they could apply class material over coursework and labs, for 4 office hours a week
- Conducted lab sessions for 90 students weekly to answer student questions so students can be fully prepared for homework, quizzes, and exams

Deli and Produce Sales Associate for Meijer

May 2019 – July 2019 | Fort Wayne, IN

- Boosted sales for the company weekly by offering to work in both departments when it needed assistance, fulfilling the supply and demand of customers
- Created solutions for customers by listening to their needs and brainstormed ideas with team members, maintaining customer relationships

PROJECTS

African Rhino-Hammer

Academic Project | 2 month duration

- Researched the cultural background of Black Panther to gain a better understanding of how movie was created
- Sketched out a concept to explore different ideas with the team and find one to work with
- Storyboarded how our product works by creating a short film to use in usability tests

ReceiptX

Academic Project | 8 month duration

- Enabled users to track spending habits, allowing them to cut down expenses
- Created an android application with a team through active learning, allowing us to fulfill our vision