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## PROFESSIONAL SUMMARY

Motivated and creative aspiring Web/Mobile and Graphic Designer with a passion for blending intuitive, visually engaging and functionality in digital design. Skilled in visual design tools, UX/UI principles, and front-end development to create clean, responsive, and user-friendly websites.

## DESIGN EXPERIENCE

**Lead Designer & UX/UI Designer** Aug 14 - Dec 5, 2025

Tandem

- Led full mobile app design cycle: research, ideation, UX/UI, and user testing
- Partnered with developers, supported front-end code, and drove social media marketing

**UX/UI Designer & Video Producer** Feb 11 - May 16, 2025

SporkShare

- Executed full UX/UI design process from research to prototyping
- Created promotional videos to drive app adoption, employing strong teamwork and communication to gather and implement feedback

**Graphic Artist & Front-end Developer** Nov 24, 2023 - Apr 24, 2024

Space Animals Game

- Designed all game art (characters, backgrounds, UI) as Lead Artist and contributed to game development

**Lead Designer & UX/UI Designer** Jun 4, 2025 - Aug 2, 2025

NeXfer

- Independently designed new app in Figma from concept to hi-fi prototype
- Built component library and conducted usability testing to finalize designs
- Delivered production-ready UX/UI for an app currently preparing for launch

## PROFESSIONAL EXPERIENCE

**Freelance Digital Artist** Nov 2, 2024 - Present

- Created custom digital illustrations for clients based on reference photos provided
- Offered high-quality artwork in various styles, including full-figure portraits, headshots, and stylized designs
- Managed project timelines, pricing, and delivery to maintain a professional and efficient workflow

## SKILLS & QUALIFICATIONS

### Design:

Branding · Typography · Logo · Responsive design (mobile, web) · Wireframing · Prototyping · Interaction design · Accessibility (WCAG basics) · User Flows & Task Analysis · Usability Test · User Research · Visual hierarchy

### Design tools:

Figma · WordPress · Illustrator · Photoshop · After Effects · InDesign · Lightroom · Fresco, Blender · Procreate · Premiere

### Development:

HTML5 · CSS3 · JavaScript · Next.js · TypeScript · React · Bootstrap · Unix/Linux Basics · Tailwind CSS

### Admin & Collaboration

Git · GitHub · Jira · Trello · Notion · Slack · Google Workspace · Microsoft Office

### Languages:

Vietnamese (Native)  
English (Written and Spoken)

## EDUCATION

### Digital Design & Development

[British Columbia Institution of Technology](#)

Diploma Sept 2024 - Jun 2026

Two-year - 110.5 credit program focusing on UX/UI design, graphic design, front-end development, typography, branding, and interactive media

## AWARDS

### Excellence in Media Design - Grade 12

[Thomas Haney 2023-2024](#)

### Excellence in 2D Art - Grade 12

[Thomas Haney 2023-2024](#)