

## EDUCATION

### University of Washington, Seattle, WA, August 2012

Bachelor of Science in Human Centered Design & Engineering (HCDE), GPA in major: 3.8

### Bellevue College, Bellevue, WA, June 2010

Associates of Arts and Sciences, GPA: 3.8

## SKILLS

**Usability Research** | Personas, interviews, heuristic evaluation, card sort, A/B testing, field studies, eyetracking

**Prototyping & Designing** | Photoshop, Illustrator, Edge, Axure

**Coding** | HTML 5, CSS3, JavaScript, jQuery, PHP, Handlebars

**Office** | Microsoft Office

**3-D Modeling** | SolidWorks

**Bilingual** | Vietnamese and English

## RELEVANT PROJECTS AND EXPERIENCE

### Nov. 2013 – On Going | **Website Designer & Developer, Several Projects**

*Dabble in personal and freelance web projects*

### Nov. 2013 – Feb. 2014 | **Website Designer & Developer, Pura Vida Agua**

*Designed and implemented a complete, functional non-profit website*

### Feb. – Apr. 2013 | **Website Designer & Developer, Salon Aileen**

*Designed and implemented a fluid salon website, continue to monitor online traffic for marketing analysis*

### Jun. 2012 – Feb. 2013 | **User Experience Researcher & Designer, Hive6**

*Designed and conducted user research, applied findings to the design of the interface of a project-management mobile application*

### Jan. – Apr. 2012 | **X Marks the Spot Mobile Application, University of Washington**

*Collaborated with 4 team members in the conceptualization, mock up, and presentation of a high fidelity prototype of an iPhone application which turns finding insider events and activities into a game*

### Nov. 2011 – Jan. 2012 | **Computer Human Interaction (CHI) Design Competition Project, University of Washington**

*Conducted secondary research and 3 in-home contextual inquiries, designed, prototyped, and tested a family cooking interface based on findings for the CHI conference with a team of 3 other individuals*

### Sep. – Dec. 2011 | **Hackademia Research Group, University of Washington**

*Experimented with 3-D printers, Arduinos, and game design software through an informal learning environment*

### Jan. – Apr. 2011 | **Qwest Web Account Usability Study, University of Washington**

*Evaluated Qwest's online account user interface, conducted cognitive walkthroughs, surveyed, pilot tested in a lab environment, and formulated design improvements*

### Sep. - Dec. 2011 | **Phi Sigma Rho Website Redesign, University of Washington**

*Evaluated by usability testing an old Engineering Sorority website, and redesigned based on findings, 100% of participants approved of the redesign*

## RELEVANT COURSEWORK

User Experience Design, Usability Testing, Visual Communication, Computer Programming, Computer Art, Computer Aided Design, Psychology, Information Technology, Video Production, User Assistance, Statistics