NGUYEN TRAN TRONG

UX / UI designer internship

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CERTIFICATES

UX/UI: **Google UX Design**

Programming: **Meta Android Developer**

Language: English – Intermediate: 700 TOEIC Listening & Reading

SKILLS

Information Architecture: Sitemaps, Wireframing, Prototyping.

User Interface (UI) Design: Figma, LottieFiles, Layout, Typography, Color theory, Mockup.

User Experience (UX) Design: User flow, Interaction design.

Design process: Design Thinking Process.

Design system: Custom Design system, Built-in Design sytem.

Front-End Development: HTML, CSS, JavaScript, Responsive web design.

Mobile-Development: Android app development.

UX CASE STUDY

Dash Coffee   **Design | Prototype | UX case study**   **Sep 29, 2023 – Dec 12, 2023**

- **Roles:** UX / UI designer.
- **Description:** This app streamlines the coffee-buying process, enabling users to customize orders and arrange pickup or delivery, enhancing convenience and efficiency in their daily routine.
- **Skills:** Figma, Material 3 Design system, Mobile design, Wireframing, Mockup, Prototyping, Interaction design, Design Thinking Process

WEB UI DESIGN

Campfire Craze   **Source code | Web | Behance | Figma**   **Sep 3, 2024 – Sep 7, 2024**

- **Role:** UX / UI designer, Developer.
- **Description:** Built a registration website for a school camping event with real-time registration validation, scroll-trigger animations, and an interactive schedule using Google App Script and JavaScript.
- **Skills:** Wireframing, Figma, Layout, Typography, Color theory, Design system, Interaction design, HTML, CSS, JavaScript, Responsive web design.

Portfolio   **Source code | Web | Figma**   **April 18, 2024 – April 23, 2024**

- **Role:** UX / UI designer, Developer.
- **Description:** Designed and developed an interactive, user-friendly website to showcase projects and skills in UX/UI design, Android development, and web UI development.
- **Skills:** Wireframing, Figma, Layout, Typography, Color theory, Design system, Interaction design, HTML, CSS, JavaScript, Responsive web design.

MOBILE APP PROJECTS

QR Quicker   Source code | Behance | Figma   **Sep 23, 2024 – Sep 29, 2024**

- **Roles:** UX / UI Designer, Developer.
- **Description:** Developed a QR code scanning and generation Android app using Kotlin. Features include scanning from the camera, loading from images, automatic copying to the clipboard, and web link opening.
- **Skills:** Android app development, Mobile design, Wireframing, Figma, Layout, Typography, Color theory, Design system, Interaction design, LottieFiles.

Unscramble   Source code | Figma   **Sep 17, 2024 – Oct 1, 2024**

- **Roles:** UX / UI Designer, Developer.
- **Description:** Built an Android word game with Kotlin to challenge vocabulary and unscrambling skills. Features include score tracking, API-based hint images, leaderboard, and game control options (pause / resume / restart).
- **Skills:** Android app development, Mobile design, Wireframing, Figma, Layout, Typography, Color theory, Design system, Interaction design, LottieFiles.

Calculator App   Source code | Behance | Figma   **Sep 9, 2024 – Sep 29, 2024**

- **Roles:** UI Designer, Developers.
- **Description:** Developed a user-friendly Android calculator with Kotlin supporting basic operations for integers and real numbers, along with light / dark mode and percentage calculation.
- **Skills:** Android app development, Wireframing, Figma, Layout, Typography, Color theory, Design system, Interaction design.

Snapnote   Source code | Behance   **May 9, 2024 – May 26, 2024**

- **Roles:** UX / UI Designer, Developers.
- **Description:** Created a note-taking app with Kotlin featuring dark / light mode, note organization, search, pinning, and reminders. Supported real-time updates.
- **Skills:** Android app development, Wireframing, Figma, Layout, Design system, Interaction design.