

Christopher Tran

PRODUCT DESIGNER & DEVELOPER

chrvtran@gmail.com

www.chrvtran.net

(508) 521-4363

Education

University of Massachusetts Amherst

September 2019 - February 2023

- Bachelor of Science in Computer Science
- GPA 3.9/4.0, Dean's List honors award all terms.

Google UX Design Course

October 2023 - January 2024

- Professional design certifications for course 1-4 cover empathy building, wireframing, prototyping, and conducting research.

Skills

Technical Applications

- Figma
- Notion
- HTML/CSS
- JavaScript
- React & React Native
- Squarespace
- SQL/PostgreSQL
- Python
- Unity
- C#
- C/C++
- Git & GitHub
- Jira & Bitbucket
- Jenkins

Design Thinking

- Building Empathy
- Color
- Iconography
- Information Architecture
- Iterative Design
- Layout
- Project Management
- Prototyping
- Typography
- Usability Testing
- User Research
- Visual Design
- Wireframing

Experiences

Product Design Intern at Savasana AI

March 2024 - Present

- Initiated product design featuring customer-facing SaaS and AI.
- Managed end-to-end experiences in a fast-paced startup environment including problem-solving, beta testing, analyzing research, brainstorming new features, marketing, and launching self-service.

Product Design Lead of Snaqies Project

October 2023 - Present

- Conducted usability tests and user interviews, obtaining prototype feedback for iterative designs and insights into future project direction to create a "low-effort" user experience.
- Led an agile team of front-end developers at weekly sprint meetings to discuss progress, blockers and tasks for bi-monthly engineering goals.

Research Participant of Razer RESPAWN

November 2023

- Participated in a diary study via dscout which involved the completion of a screener survey, responding to interview questions, submitting videos, and providing visual product feedback, to market an upcoming product.

Software Engineer at Raytheon

March - October 2023

- Redesigned departmental webpages, migrated files from an old-fashioned application into SharePoint, and tested a new hire onboarding system to ensure a modern and usable experience for all employees.
- Resolved software trouble reports in a CI/CD environment to meet customer expectations at monthly sprint deadlines.

Software Engineer Intern at L3Harris

May - August 2022

- Automated and simplified software testing conducted by engineers into a user-friendly GUI resulting in increased productivity by 25%.

Video Game Developer for Math Madness

December 2022

- Reinforced math problem-solving skills by designing an educational video game with thriller-like ambience, hastening players into a state of panic.

Full Stack Web Developer for UKG

February - May 2022

- Collaborated in an agile scrum team to ideate and create a website MVP for a project charter seeking to monetize a unified inbox service.