



EXPERIENCES

Optimus Ride | Autonomous Transportation *Boston, MA*
Product Design Intern. Jan - May 2021 | Sep 2021- Present

- Collaborating with multi-disciplinary teams to develop innovative user experience for an autonomous vehicle.
- Developing and designing hardware concepts, visualizations, and interactions for new products.

STEAM for Vietnam | Education, Technology *Burlingame, CA*
Design Lead, Instructor. May 2020 - Present

- Coordinating with instructors for the development of coding courses for 35k+ students from 34+ countries.
- Managing a design team of 7 and overseeing design workflow, video production, and communication.

Dexcom | Medical, Consumer Electronics *San Diego, CA*
Product, UX Design Intern. May - Aug 2020

- Developed the next-generation product, focusing on user experience, sustainability, and human factors.
- Collaborated with the Human Factor and Engineer departments for testing & concept development.

Structo 3D | Consumer Electronics, 3D Print Tech *Singapore*
Product, UX Design Intern. Sep - Dec 2019

- Coordinated with the Software team to design UX/UI for 3D printer app, focusing on usability and branding.
- Developed visualization, graphics, and packaging for B2B commercialization and user manuals.

UC BioMEMS Lab | BioTech *Cincinnati, OH*
Designer. Jan 2019 - Mar 2020

- Supported microfluidics and biosensors research with CAD, visualization, drawings, and physical fabrication.

RECOGNITIONS & CERTIFICATES

- **Foundations of User Experience (UX) Design** *Google*
- **Entrepreneurship Specialization (1-4)** *Wharton School | U.Penn*
- **Fundamentals of Graphic Design** *California Institute of the Arts*
- **Financial Markets** *Yale University*

- 2018 **Finalist** at CommonBond Social Impact Award (StartUp)
- 2017 **1st place** USNCO division Written Test, Team Qualitative Analysis, Overall Team Chemistry Olympiad
- 2015 **3rd place** Ho Chi Minh city Physics Olympiad
- 2014 **1st place** Ho Chi Minh HSG Chemistry competition

EDUCATION

University of Cincinnati, OH *Class of 2022*
College of Design, Architecture, Art, and Planning (DAAP)
Bachelor of Science, **Industrial and Product Design | UX - Interactive Design Focus**
• **GPA 3.98. Dean's List**
• Scholarship: Frances D. and Stanley Cohen, Freeman Foundation, UC International, and UC Global.

Belen High School, Belen NM *Class of 2017*
Graduated. GPA 4.0

SKILLS

3D	2D	Design	Coding
<ul style="list-style-type: none"> • SolidWorks • Rhinoceros 3D • Unreal Engine 4 • Keyshot • Blender • Fusion 360 • Alias • SketchUp • Gravity Sketch 	<ul style="list-style-type: none"> • Photoshop • Illustrator • InDesign • Premiere Pro • After Effects • Adobe XD • Figma • SparkAR • ZapWorks 	<ul style="list-style-type: none"> • User-centered research • Design-thinking • Sketching • Rendering • Rapid prototyping • Interactive design • Video Editing • Laser cutting, 3D printing • CNC, Wood, Metal 	<ul style="list-style-type: none"> • Visual Coding • HTML, CSS, JS • Bootstrap 4 • Scratch. • Python 3 (Web Automation) • C++ • Arduino • RaspberryPi coding.

LEADERSHIP

Mentor and Muses *Jan 2020 - May 2021*
• Mentoring Industrial Design underclassmen with design skills, demos workshop, and Co-op search.

Student Technology Lab (STL) | President *Jan 2018 - May 2019*
• Organized collaborative events and learning workshops about 3D printing, CNC, and fabrication.

Design for America (DFA) | Team Lead, UCincinnati studio *Sep 2017 - Dec 2018*
• Developed practical solutions for community challenges using the Design Process.

StartUp UC *Sep 2018 - Feb 2019*
• Developed a wearable assistive device for the visual-impaired using vibration matrix in a Startup Cohort.

INTERESTS

- User experience, Human-Computer Interaction, Virtual Reality, and Visualization.

