

# Bradley Diep

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## Professional Summary

Multidisciplinary digital designer with a technical background and versatile experience across UX/UI design and graphic design. Experienced in leveraging tools like Figma and Adobe Creative Cloud to produce high-impact digital content and marketing materials. Skilled in translating design concepts into actionable deliverables that align with organizational goals.

## Skills

- **Software:** Figma, Wix, GitHub, Visual Studio Code
- **Adobe Creative Cloud:** Photoshop, Illustrator, InDesign, XD, Animate, Firefly, Express
- **UX Design:** Wireframing, Prototyping, User Flows, User Research, UX Writing, Storyboarding
- **Visual & UI Design:** Graphic Design, Mockups, Typography, Animation
- **Programming:** HTML, CSS, JavaScript

## Work Experience

### Freelance Designer (Contract), Santa Ana, CA

May 2025 - Sept. 2025

*Client project with a leading provider of smart mobility infrastructure management solutions.*

- Designed and implemented a **standardized Adobe Illustrator template** for 2K+ laminated bin cards, streamlining production and stockroom labeling processes.
- Modified departmental labels and graphics in collaboration with cross-functional teams, improving operational clarity for 30+ staff and ensuring **100% compliance** with workflow standards.
- Managed and color-coded assembly inventory spreadsheets for optimized **visual organization** and accurate cataloging.

### Graphic Design Intern, Starteryou, Remote

Mar. 2025 - June 2025

*Early-stage startup company that empowers students by providing them with career opportunities and resources. Supporting students in launching or advancing their careers and fostering their personal growth.*

- Produced **digital content, marketing material**, and social media campaigns across platforms, including **LinkedIn** and **YouTube**, to expand the company's online presence.
- Reported directly to the **CEO** to collaborate on projects and participate in daily stand-ups to drive design initiatives and goals.
- Designed over 60 unique graphics as the **sole graphic designer**, utilizing Figma and Photoshop to improve user engagement and visual brand identity.

### UX / UI Design Intern, Tanbii, Remote

May 2024 - Sept. 2024

*Startup gaming company developing a Web3 application that uses blockchain and AI. Incentivizing users with digital currencies and rewards for supporting environmental initiatives.*

- **Collaborated** with colleagues to design UX and UI concepts for a mobile app, leading to enhanced engagement among **50K+** users.
- Conducted **product research** on other competing games to identify key market opportunities and iterate on the game's development.
- Translated design concepts into actionable deliverables using Figma, including **user flows, visual assets, wireframes, mockups**, and **prototypes**, to align with product vision.
- **Presented** innovative gameplay concepts to the **product manager** during weekly meetings, ensuring alignment with the product roadmap and contributing to strategic direction.

## Education

### AI Creative Skills for Creatives Certificate

Adobe + General Assembly

Online

### Graphic Design and Production Option, Certificate of Achievement

Golden West College

Huntington Beach, CA

### Google UX Design Professional Certificate

Coursera

Online

### Bachelor of Science, Computer Science, *cum laude*

California State University, Fullerton

Fullerton, CA