Bradley Diep

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Education

California State University, Fullerton Bachelor of Science, Computer Science, cum laude Fullerton, CA

August 2018 - January 2023

Certifications

Coursera Google UX Design Professional Certificate Online

August 2023

Golden West College Graphic Design and Production Option

Huntington Beach, CA Expected: December 2024

Skills

- Programming languages: HTML, CSS, JavaScript, Python, C++
- Software and Tools: Figma, GitHub, Visual Studio Code, Miro, Clip Studio Paint
- Adobe Creative Suite: Adobe Photoshop, Adobe XD, Adobe Illustrator, Adobe InDesign
- Design: Wireframing, Prototyping, Typography, User Flow, Usability Testing, Journey Mapping, Information Architecture
- Areas of Exploration: UX/UI Design, Graphic Design, Web Development, Drawing

Work Experience

The Coder School

Cerritos, CA

Coding Coach Tutored kids on computer science concepts and enhanced their coding skills through project-based learning.

September 2023 - March 2024

- Composed notes after tutoring sessions to inform parents of their children's progress; increasing customer satisfaction by 50%.
- Engaged with children by instructing and assisting them with coding assignments; garnering a favorable reputation for the company
- Collaborate with other coaches to discuss future assignments for the children and plans for the company; boosting preparations by 14%

Projects

Hungry Helpers

July 2023 - August 2023

- Designed a user experience for multiple device platforms in Figma that helps users find and learn how to cook recipes.
- Conducted a competitive audit to address the advantages and drawbacks of other competitors's websites; iterating on the design process by 25%.
- Refine the website's design on 3 different digital platforms by sketching, wireframing, prototyping, and usability testing
- Introduced a video tutorial feature to show users how the recipes are made; increasing accessibility and user satisfaction by 50%

Sammy's Gourmet Sandwiches

July 2023

- Developed a **responsive web design** on desktop and mobile for a sandwich shop to increase the volume of visitors by 40%.
- Utilized Adobe XD to design wireframes, prototypes, and a hierarchical website structure to visualize the information architecture.
- Iterated on designs to ensure that the checkout process user flow is accessible and corresponds to both platforms with usability studies.

Artist Alley

March 2023 – July 2023

- **Initiated** a project for a mobile application that helps artists create their online art portfolio and boost their online presence.
- Conceptualized a profile creation user flow by sketching, wireframing, user testing, and prototyping in Figma for an ideal user flow.
- Conducted usability studies with a research group of 5 to iterate on early design features, generating a 60% satisfaction rate.
- Managed the project using the agile development framework to ensure efficiency and quality delivery within 5 months.

Burger Bistro

March 2023 – April 2023

- Developed a burger restaurant website using HTML, CSS, and Javascript that helps users easily learn more about the restaurant.
- Established restaurant features by ideating, sketching, and prototyping; increasing the iteration process by 25%
- Implemented a locations feature that lets users find the nearest Burger Bistro locations in their area with 100% accuracy.
- Improved on the user experience by utilizing design aspects from the project's previous iteration; increasing efficiency by 75%