

NHA PHAM

nhafam02@gmail.com | Oakland, California | nhapham.online | (510) 350 - 6184

EDUCATION

University of California, San Diego B.S. - Cognitive Science: Specialization in Human-Computer Interaction	2020 - 2024
DePaul University M.S - Human-Computer Interaction	Expected Graduation: 2026
Coursera Google UX Design Professional Certificate	2023

SKILLS & TECHNICAL TOOLS

Design and Development: Java, JavaScript, Python, HTML/CSS

Software: Figma, Sketch, Adobe Creative Cloud (XD, Photoshop, Illustrator), Principle, Webflow, After Effects, Google Workspace, Blender, Microsoft Office, Procreate, InVision, Framer, Git, Tableau

Languages: English, Vietnamese

EXPERIENCE

Product Design Intern Inspirame • Supporting a lead UX researcher to design accessible, culturally relevant educational tools for marginalized communities. • Collaborating with a global engineering team to lead the design of an AI chatbot interface tailored to enhance the accessibility and effectiveness of ed-tech products.	June 2024 - Present
AI Research & Evaluator Scale AI • Researching and analyzing user interactions to identify opportunities for refining AI-driven solutions. • Applying qualitative and quantitative research methods (user interviews, surveys, and data analysis) to enhance the effectiveness and relevance of AI systems.	May 2024 - Present
Design Team Manager UCSD Triton Robotics Submarine Club • Managed design projects within a 60-member robotics club at UCSD, leading a specialized team of 6 underclassmen in design-related decisions and education. • Collaborated closely with head engineers, and software, mechanical, and electrical teams to create UX assets, such as user interface mockups for control systems and visual guides for robotics functions. • Provided mentorship and training in UX/UI design principles to underclassmen, ensuring skill development and consistent quality in club design outputs.	November 2022 - June 2024
UX Design Intern Volkswagen Group of America • Specialized in HMI UX design at Volkswagen IECC, applying user-centric principles to enhance interface designs for 2026 vehicle models; actively used Figma and Photoshop to develop and transfer design assets. • Collaborated with international engineering teams and project leads in Germany, Mexico, and Europe, using Figma for global cross-collaboration and design alignment. • Played a key role in prototyping and user testing, focusing on usability metrics to refine HMI interfaces, and prepared professional presentations on Microsoft Teams and PowerPoint for stakeholder reviews, including CFOs and Engineering Leads.	May - December 2023
Teaching Assistant Martin Luther King Jr Elementary School • Assisted in a summer program for special aid Kindergarten students, managing inclusive activities to promote engagement and teamwork, while communicating progress and behavior updates with parents.	June 2019 - August 2019

PROJECTS

UX/UI Designer – Warehouse Management Dashboard Atmosoft · Contract Project • Designed and prototyped a responsive dashboard system for Atmosoft, a B2B tech solutions company supporting warehouse operations, streamlining access to real-time inventory, order, and workforce metrics across 3 warehouse locations. • Created 5+ interactive screens with dynamic data filters and charts, improving operational clarity for over 40 internal users including admins, managers, and inventory staff.	April 2025
UX Designer – Content Creation System Inspirame, Inc · Intern Project • Designed and shipped a multi-step content creation workflow that supports two modes of content authoring: creating from scratch or leveraging existing library assets, improving publishing efficiency for counselors and Inspirame staff. • Developed five modular UX flows (e.g., Create New, Share Existing, Content Preview, Cohort Selection, Permissions) in Figma, optimizing cross-role usability and reducing content creation time by 30% based on internal testing.	Jan - March 2025
