

Amy Pham

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You might hear me say
dagnabbit a lot, but that's
the sound of hard work.

Education

Rochester Institute of Technology
Class of 2018

| Major | Minor |
|------------------|-----------------|
| New Media Design | Web Development |

Skills

| | |
|-----------------------|-----------------------|
| UI + UX Design | Motion Graphics |
| Interaction Design | Illustration |
| Interface Prototyping | Front-end Development |

Programs and Languages

| | | |
|-------------|---------------|----------------------|
| Photoshop | InDesign | HTML/CSS |
| Illustrator | After Effects | Javascript |
| Figma | Cinema 4D | React + React Native |

Experience

Immersive Design Intern

2020-Present / Punchcut

- Created concepts that focus on leveraging new technology
- Ideated around interaction model directions
- Prototyped components for client's design system
- Developed internal Figma plugin
- Researched and presented findings on technology adoption

Lead Designer & Front-end Developer

2019-2020 / Blue Fever

- Led UX and UI design process of products
- Created info architecture, wireframes, and mockups
- Developed interactions and visual design in applications
- Communicated between product and technology teams
- Managed website updates for SEO and general upkeep
- Created majority of visual assets
- Mentored interns in UX, UI, and visual design

Invited Speaker

2018 / RIT Interaction Design Workshop

- Spoke about screen design and our impact as designers
- Invited by chairman to present to students

Website Team & Co-lead of Development

2016-2017 / Thought At Work

- Planned process for website development
- Helped create info architecture, wireframes, and mockups
- Broke down mockups into components for development
- Mentored teammates in front-end development

