

SANNY TRINH

+ (604) 312 0479

Digital Designer
Sanii.trinh@gmail.com

DESIGN SKILLS

Video & Photo editing
Graphic Design
Photography
Web Design
Illustrations
UX Design
User testing
Prototyping
Wireframe
UI Design
UX Research
Motion Design

TECHNICAL

Adobe Suite CC
Microsoft Suite
Sketch
Figma
Principle
Flinto
Axure
Github
HTML/CSS/JS
Processing, Java

WORK EXPERIENCE

DIGITAL DESIGNER • PAYBYPHONE • AUG.2019 - DEC.2019

- Created the final selection of illustrations used as PayByPhone's global brand value pieces, used worldwide for all employee swag and the company's internal visual assets
- Was in charge of creating and maintaining social media assets with marketing coordinator
- Created branded and original visuals for their website as well as fulfilling cross team work requests, signage graphics and launch packages for various clients

DIGITAL CONTENT/DESIGN INTERN • PEACEGEEKS • JUL. 2018 – SEP. 2018

- Initiated and lead a user journey map workshop for a crowdfunding campaign. Scoped out solid assets and tasks given a 3-month time plan
- Developed and maintained the fundraising platform with Chimp and designed the pre-launch, in campaign and post launch websites. The result of the 2018 year's campaign reached over \$50,000 in donations
- Created internal and external communication graphics
- Participated in user testing sessions for *Arrival Advisor*
- Proposed a mini user research and accessibility analysis for *Arrival Advisor*

EDUCATION

DUTCH DESIGN FIELD SCHOOL • JAN. 2019 – AUG. 2019

A competitive entry into a 12 member field school team run by Professor Russell Taylor – A 2 month research and documentation program on Dutch Design in the Netherlands. A collective website was created post field to showcase our work.
www.2019dutchdesign.com

SFU • BA. INTERACTIVE ARTS • SEPT. 2012 - CURRENT

SFU Surrey Entrance scholarship,
SFU Chic Tech 3rd place web design award
FCAT Undergraduate Certificate (Nomination of short film called Animate)

CODECORE GRADUATE • JUL. – SEPT. 2016

A 3 month bootcamp for learning to build front end applications.
Learned frameworks and libraries: Rails, jQuery, Bootstrap, and Node Express, React
Concepts used: MVC, OOP, ORM
Languages: Java, JavaScript, Ruby, Python

SELF EMPLOYED / VOLUNTEER / LEADERSHIP

MONIKER'S PRESS - PRODUCTION VOLUNTEER • NOV. 2019 – CURRENT

- Print press assistant and event preparation

DANCE INSTRUCTOR, CHOREOGRAPHER & PERFORMER • 2013 – CURRENT

- Create original choreography for various clients
- Train students in foundational styles of Street Dance (Hip Hop, Waacking, Popping and House)
- Curate private lessons for pageants, K-pop Entertainment auditions
- Organize and mediate shows and rehearsals

HIGHER GROUND DANCE COMPANY - DANCER • SEPT. 2019 – CURRENT

- Member of freestyle training dance company that is deeply rooted in developing hip hop culture and battle culture
- Assist in show preparations, events and running social media
- Create graphics and various media assets for marketing purposes

IAT 233 SPATIAL DESIGN COURSE – SENIOR PEER MENTOR • JAN. 2019

- A senior mentor was to provide guidance in critical design thinking skills to students of the course based off our previous experience and recognized achievement's in the same course run by instructor Russell Taylor.
- The course field trip was a 2 day immersive learning experience in the city of Seattle with a 24 hour design competition to create an architectural model based off course concepts. We were there to moderate critical design thinking skills based off the course curriculum and engaged in the design process of our given teams. A high level of professionalism was set for the presentation of the work, as well as the in feedback, discussion and critique.