



VINCE VO

GOAL

Seeking the opportunity to further advance my design skills in a creative environment.

EXPERIENCE

Sangoma Digium

Product Designer / FEB 2016–DEC 2018

- Worked on UI and UX for mobile, web, and hardware products
- Lead designer for mobile products, helping define goals and needs
- Proposed universal and consistent branding for entire line of products
- Designed a universal style that could be applied and unified all platforms to provide a seamless experience

VVO Co. Design

Freelance Designer / DEC 2015–PRESENT

- Produced concepts and final product for a variety of different clients
- Designed projects encompassed album covers, logos, posters, and business cards
- Guided and aided clients through design process, which included research, ideation, mockup iterations, and final design

VivaLnk

UI/UX Designer / FEB 2015–FEB 2016

- Worked on UI and UX for mobile application that assisted with wearable product
- Led design for onboarding process for mobile app, including wireframing and user flows
- Collaborated with illustrator and project manager to design packaging for product
- Provided iconography and data visualization for tracked inputs

Comet Creative

Design Intern / JUN 2015–AUG 2015

- Worked with engineer to provide visual design and input for typography
- Designed main concept theme for SDAMA's Art of Marketing Annual Event
- Collaborated with a team to design projects which included branding, web, email templates

EDUCATION

B.F.A. Graphic Design

San José State University / DEC 2015

Cum Laude

A.A. Graphic and Interaction Design

De Anza College / JUN 2012

SKILLS

Design

Design Thinking, Information Architecture, User Flows, Wireframing, Mockups, Prototyping, Usability Testing and Research

Toolset

Drawing: Paper and Pencil; Adobe Creative Suite Applications: Photoshop, Illustrator, After Effects, XD, InDesign, Premiere Pro, Lightroom; Prototyping Tools: Sketch, InVision, Flinto; Basic HTML and CSS; Photography