

Kevin Huynh

UX Designer & Visual Designer

www.kevinhuynharts.ca

kev.j.huynh@gmail.com

My name is Kevin Huynh, I'm a UX Designer, living in Toronto, Ontario. Before I came into the world UX design, I specialized in creating illustration works for Video Games. Some of these involved, concept arts and 2D assets. Throughout my career, I wanted to expand my branch off from illustration and be more involved in the design process.

I am very excited to jump into UX design and learn to design the best user experiences I can.

Work Experience

Dairy & Frozen Department Representative

Dec 2004 - Present

Real Canadian Superstore, Vaughan

- ◆ Manage inventory level of department to ensure that traffic-driving products are consistently in-stock.
- ◆ Maintain effective communication with team members to ensure day-to-day operations of the department are run smoothly.
- ◆ Assist customers using a solution-oriented approach, adding value to their shopping trips by being the product expert in the Dairy & Frozen department.

Projects

Pew Pew Recoil

2DArtist/Concept Artist (2014 – 2015)

- ◆ My responsibility as a visual designer, was tasked with drafting concepts and visual elements for the game, but I have also demonstrated other skills as well.
- ◆ Participating in brainstorming Activities & discussions with developers.
- ◆ Troubleshooting animated pictures with rigorous testing before importing to the video game beta stage.
- ◆ Recruiting game testers and collecting feedback from game testers.

Games on Demand Jam

2d Artist (December 1-3 2017)

- ◆ My responsibility as a visual designer, was tasked with drafting concepts and visual elements for the "Game Jam", but I have also demonstrated other skills as well.
- ◆ Participating in brainstorming Activities & discussions with developers.
- ◆ Researched references for characters and background designs.
- ◆ Revision on the designs for video game assets.

Design Skills

- ◆ UI & UX Design
- ◆ Wireframe
- ◆ Prototyping
- ◆ 2D Assets Design
- ◆ Illustration
- ◆ Concept Art
- ◆ Digital Painting
- ◆ Drawing

Software

- ◆ Balsamiq mock up 3
- ◆ Adobe XD
- ◆ Figma
- ◆ Affinity Designer
- ◆ Photoshop
- ◆ Illustrator

Team Skills

- ◆ Communication Skills
- ◆ Customer / Client Liaisons

Education

- ◆ Independent Illustration Degree, Seneca College – 2014
- ◆ Art Fundamentals Certificate, Seneca College – 2012
- ◆ User Experience Design Fundamentals Certificate, Udemy – 2018
- ◆ User Experience Design Humber College 2019 - Current