

Lena Tran

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EDUCATION

University of Central Florida

Orlando, FL

Bachelor of Science in Computer Science, Minor in Digital Media

2028

- **Organizations:** UCF KnightHacks, UCF Girls Who Code, UCF Art Club, Knights Design Interactive

EXPERIENCE

Web and Graphic Design Officer

Aug 2026 – Present

Knights Design Interactive

Orlando, FL

- Contributed as a founding officer web design process by creating Figma wireframes and creating lo-fi and hi-fi prototypes for the club site
- Developed a Design System to establish a cohesive visual identity, including typography, color palette, and overall brand direction for the club

Design Team Member

July 2024 – Present

Knight Hacks

Orlando, FL

- Collaborated with a team of 20+ designers and club executives to design merchandise, social media assets, and UI prototypes.
- Designed Figma low-fidelity mockups and visual assets used for the Knight Hacks website and club branding.
- Utilized design tools including Procreate, Adobe Illustrator, Figma, and Canva to produce digital illustrations and design assets.

Software Engineer Intern

May 2026 – July 2026

UCF Institute for Simulation and Training

Orlando, FL

- Engineered a pipeline in Unity to import QIF CAD models, co-developing a C# parser to extract PMI and handle B-Rep geometry.
- Designed and implemented an interactive 3D selection feature and UI, enabling users to select specific features on models and view manufacturing metadata in real time.
- Managed project workflow and team communication in a hybrid setting for timely delivery, and authored software technical documentation.

PROJECTS

Fleurish | *React Native, Figma, Expo*

Jul 2026

- Partnered within a 4-person team to design and create Fleurish, an AI-powered social plant-spotting mobile app.
- Engineered the mobile frontend using React Native and Expo (SDK 54), implementing seamless navigation via expo-router and integrating native modules to translate static designs into an interactive product.
- Led UI/UX design by co-creating high-fidelity prototypes in Figma, establishing a cohesive design system, and optimizing user flows—like the navigation bar and social feed—to ensure a seamless user experience.

SickSense | *Figma, React Native, Expo*

Mar 2026

- Collaborated in a 4-person team to design and develop SickSense at HackUSF, an anomaly-detecting public health app built using React Native and Expo.
- Co-designed the mobile UI/UX in Figma, prioritizing accessibility through high-contrast dark mode interfaces, custom graphics, and fluid animations that translated complex data into an engaging user experience.
- Evaluated user feedback survey data to inform iterative design improvements.

Pengo | *Figma, Figma Make, Procreate*

Mar 2026

- Designed a mobile interface in Figma for a communication app supporting children with ADHD and autism in overstimulating environments.
- Created low-fidelity wireframes and high-fidelity prototypes, translating hand sketches into interactive UI screens.
- Led design coordination by assigning design tasks and maintaining visual consistency across the product.

TECHNICAL SKILLS

Languages: Java, C, C#, GDScript, Python, JavaScript, HTML/CSS, TypeScript

Design Tools: Procreate, Adobe Photoshop, Illustrator, Figma, Canva, Figma Motion, Figma Make

Frameworks: React, Next.js, Node.js, React Native

Developer Tools: Eclipse, Git, GitHub, VS Code, Godot, Unity, Ren'Py