

# Darlena Tran

## PRODUCT DESIGNER

As a designer, I'm humbled by every opportunity I get to craft experiences for people. I'm a designer because I believe that everyone deserves to feel satisfied with their use of time. Whether that's achieved through a delightful experience or an efficient one, I enjoy building products from the ground-up with a strong empathy for the user. I simply want people to enjoy the products that they spend time using and I'm excited every day that I'm a part of that mission!

As a team member, I'm always looking for ways to make meaningful contributions to my team. I think we have a greater chance of realizing our maximum potential when we consider not only our own growth, but those around us as well.

When I'm not designing, I'm known to be an avid video gamer, music junkie, part-time hiker, and Fortniter.

### I'm currently located in

San Francisco, CA

### Send me a message

hello@darlenatran.com

### View my work

darlenatran.com

## EDUCATION



### Bachelors in Cognitive Science

Rice University

Class of 2015

Houston, TX

I earned my degree with a focus in Human-Computer Interaction. I was trained in UX methods such as survey design, task analysis, flow analysis, heuristic evaluations, usability testing, and more.

## SKILLS



Sketch	Invision	Sketching	Personas
Photoshop	CSS3	Wireframing	Survey design
Illustrator	HTML5	Prototyping	User interviews
Figma	Agile process	Hi-fi designs	Usability testing

## EXPERIENCE



### Senior Product Designer at Disqus

April 2018 to Present—

I am a full-stack designer with skills in research, UX, and visual design. At Disqus, I collaborate on product strategy with stakeholders, recruit for and moderate user research sessions, encourage simplicity and consistency in visual design, and work closely with developers to ensure quality throughout development. I also co-manage the new design internship program that includes phone screens, on-site interviews, and hiring.

### Product Designer at Disqus

November 2016 to April 2018

### UI Designer at PROS

January 2015 to October 2016

My flexible set of design skills allowed me to adapt to the needs of my team. I worked with multidisciplinary teams made up of product managers, user researchers, developers, and other designers. Some of my projects included SaaS applications, complex pricing software built for superusers, and a mobile analytics app.

### UX Intern at OpenStax

October 2014 to December 2014

At OpenStax, I helped establish accurate user personas for a non-profit educational platform. I worked with a UX researcher and designer to organize a group interview session with potential users. We applied UX research methods to identify pain points and learn about the users' needs.

### Student Researcher at Rice University

January 2014 to December 2014

I worked in the Human Factors lab to explore the relationship between accessibility and usability. Using a survey with a Likert scale to calculate a SUS, we had participants with disabilities rate products to see if they provided lower usability ratings than participants without disabilities.