






# GIANG DO

(Pronounces name YANG DOE)

WEBSITE | GAME DESIGNER

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## EDUCATION

### GEORGIA STATE UNIVERSITY

Expected Graduation August, 2024

Major Game Design (BA)

Minor Computer Science

- President's List, Member of NSCS
- Current GPA 4.0/4.0

### GWINNETT TECHNICAL COLLEGE

2019-2021

Major Website Design/Development

(AAS with Honors)

- GPA 3.9/4.0

## SKILLS

### Software

Illustrator	MS Office / GSuite
Photoshop	Figma
Unreal Engine	InDesign
3D Maya	After Effect
Zbrush	Wwise
Substance Painter	AEM

### Programming

HTLM	AWS
CSS	Basic Java
PHP	MySQL
JavaScript	

### Language

English / Vietnamese / Japanese

## PROFILE

Visual Storyteller and Game Designer with expertise in UI-UX design and 3D modeling, dedicated to crafting compelling, immersive user experiences through innovative design and narrative integration.

## EXPERIENCE

### DATA/WEBSITE ASSISTANT

Jen&Co. handbag | Norcross, GA

October 2021 - Present

- Website Management: Ensuring consistent daily maintenance of multiple websites and applications for high uptime and peak performance.
- Website Redesign Impact: Led key roles in three major website redesign projects, resulting in a 20% surge in website traffic and a 15% increase in conversion rates, directly boosting online sales.
- Platform Optimization: Expertly managing and optimizing platforms like NetSuite, Shopify, BigCommerce, and Celigo, improving website loading times by 10% and enhancing overall online functionality by 12%.

### WEB DESIGN INTERN

ACS American Chemical Society | Washington, DC

May 2023 - August 2023

- Collaborated on acs.org Redesign: Collaborated closely with internal teams on redesigning acs.org, following senior designers' guidance. Contributed to a user-friendly and visually appealing website
- UX/UI Design Proficiency: Designed layout pages, created digital materials, and prototyped web layouts for acs.org and ACS microsites.
- Creative Problem-Solving: Utilized creative problem-solving techniques to address design challenges.

### INTERACTIVE DIGITAL EXPERIENCE- SCHOOL PROJECT

Game Designer | CMII-Georgia State University

Jan 2023 - May 2024

- **Achievements:**
- Executed digital sculpting and 3D modeling for characters and environments, integrating detailed textures for enhanced visual appeal.
- Led concept and character design phases, ensuring alignment with project themes.
- Authored creative narratives and storyboards, guiding the cohesive development of the interactive experience.