QUANG THO HOANG

# UX/UI DESIGNER.

UX / UI · DIGITAL CONCEPT DEVELOPMENT · SEEKING STUDENT ASSISTANT ROLE

PORTFOLIO thqworks.com LINKEDIN linkedin.com/in/quang-tho-hoang-42801b322
EMAIL adamhoang23@gmail.com PHONE +45 66 77 20 40 AVAILABILITY 15–20 hrs/week

## 01 PROFILE

Digital Concept Development student with an AP degree in Multimedia Design. **Strong in visual UI, Figma and interactive prototyping**; experienced in user research, usability testing and turning concepts into functional React demos.

## 02 SELECTED PROJECTS

**KAZUKI REWARDS** / FINAL THESIS · 2026 · GRADE 12/12
Led a research-informed loyalty app concept for an existing retailer: 5 customer interviews, competitor analysis, user flows and a high-fidelity Figma prototype. Tested with 5 participants (25/25 tasks completed without assistance) and iterated the UX. Built a functional React demo with Supabase and Sanity CMS; in-store integration not yet implemented.

**TILLIO** / INDEPENDENT SCHOOL PROJECT · 2026
Designed a Figma concept for shared grocery expenses: scan and review receipts, assign items, calculate shares and hand off payment via MobilePay. User testing pending.

**STRIDE** / PERSONAL PROJECT · IN DEVELOPMENT
Designing a running-coach app with working Garmin activity-data integration. Public portfolio demo uses sample data for privacy.

## 03 EXPERIENCE

**MBK BANÍK HANDLOVÁ** / SOCIAL MEDIA & VISUAL CONTENT DESIGN · 2024
Redesigned graphics and created match-day visuals, game stories, video edits and highlights for a top-division Slovak basketball club; posts saw stronger engagement.

**THQ STUDIO** / SELF-DIRECTED FRONTEND INTERNSHIP · 10 WEEKS
Practised React and foundational TypeScript; created and deployed an independent studio website as the school placement output.

**KAFFEK** / WAREHOUSE PACKER · AARHUS · MAR 2025–PRESENT
Part-time picking and packing alongside full-time studies.

## 04 EDUCATION

**BUSINESS ACADEMY AARHUS** / 2026–JAN 2028 (EXPECTED)
Bachelor's top-up, Digital Concept Development.

**BUSINESS ACADEMY AARHUS** / 2024–2026
AP Degree, Multimedia Design. Final thesis (Kazuki Rewards): 12/12.

## 05 SKILLS & LANGUAGES

**DESIGN** UI / Visual Design, Figma, Auto Layout, Components, Prototyping, Wireframing
**METHODS** Interviews, Competitor Analysis, Usability Testing, Iteration
**TOOLS** React, HTML / CSS, API Integration, Supabase, Sanity CMS, AI Workflows; TypeScript basics
**LANGUAGES** Slovak (native), English (C1)