

Jordan Pham

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Education

California State University, Fullerton

Aug 2024 – May 2028

BFA in Graphic Interactive Design

Fullerton, CA

- **Coursework:** Intro 2D Design, Intro 3D Design, Intro Drawing

Projects

Kardia: Maternal Health Tracking App

May 2026

- Designed a cohesive visual identity for a maternal health app serving pregnant and postpartum women, establishing branding, typography, and a color palette that improved interface clarity and accessibility
- Built and prototyped the app's UI in Figma, leveraging the Figma MCP and Claude Code to translate designs into functional components and accelerate the design-to-development pipeline
- Delivered an end-to-end design for blood pressure and glucose monitoring features, prioritizing readability and at-a-glance comprehension of health metrics for a non-technical, health-focused user base

Savour: Cultural Memory & Social Archive App

April 2026

- Accelerated the project ideation phase and unified diverse UX methodologies at UCI Designathon 2026, resulting in a cohesive final prototype by actively brainstorming and collaborating within a 3-person team
- Accomplished a comprehensive brand identity and app layout by using low-to-high-fidelity wireframes
- Identified critical user pain points and market opportunities within the food tech industry, guiding the core UX strategy by conducting deep-dive competitive analyses of leading food applications

Aporia: AR Wellness Wearable Concept

March 2026

- Conceptualized an AR wellness wearable designed to visualize and alleviate cognitive fatigue
- Leveraged AI tools like Figma Make to rapidly accelerate the UI design process
- Worked on end-to-end design process, from defining the initial problem space to generating the final UI

Gater Burrow

February 2026

- Worked in a team of 3 to design a roommate-matching platform aimed to help students find safe housing
- Participated in translating concepts into foundational UI wireframes using Figma
- Assisted in building and structuring a responsive design in Framer

Spotify UI Redesign

February 2026

- Deconstructed and recreated the Spotify desktop interface to learn and practice core UI design principles
- Utilized Figma to redesign existing screens to better understand visual hierarchy, typography, and spacing

Additional

Software: Figma, Figma MCP, Claude Code, Framer, Adobe Illustrator, Adobe Photoshop

Languages: HTML, CSS, JavaScript, TypeScript