

STEPHAN BUI

User Experience Designer | (702) 465-7880 | Tempe, AZ
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EDUCATION

Arizona State University , Mesa, AZ <i>Master of Science in User Experience (GPA 4.0/4.0)</i>	December 2026
The University of Texas at Austin , Austin, TX <i>Bachelor of Science in Computational Biology (GPA 3.5/4.0)</i> <i>Elements of Computing Certificate (GPA 4.0/4.0)</i>	May 2025

EXPERIENCE

KōmoriCon , Austin, TX <i>Showrunner & Co-Founder</i> • Led end-to-end planning and operations for an annual anime convention that grew to 1,300+ attendees, coordinating staff, volunteers, vendors, programming, schedules, and day-of logistics. • Expanded attendance from 473 tickets sold in 2024 to 1,300+ attendees in 2026, supporting over 170% growth through programming, marketing, partnerships, and operational improvements. • Analyzed \$25K+ in sales data from Square and Eventbrite to guide pricing, inventory, and event planning. • Designed and launched an 8-page event website in Figma and Webflow with custom CSS, improving responsive navigation, accessibility, and access to key attendee information.	May 2023 - Present
ASU Mesh Labs , Mesa, AZ <i>XR Creative Associate, UX Team</i> • Designed UX/UI concepts and interaction flows for a Unity-based VR training simulation, translating technical training requirements into clear, intuitive immersive experiences. • Prototyped interfaces and VR interactions in Figma and Unity, enabling rapid iteration on core training flows and reducing friction across key user tasks. • Collaborated with developers, 3D artists, researchers, and designers to identify usability issues, refine XR interactions, and align the experience across design and implementation.	August 2026 - Present
Figma , Tempe, AZ <i>Figma Campus Leader</i> • Selected as one of 3 Figma Campus Leaders at Arizona State University, representing Figma and growing its student design community on campus. • Organized workshops, portfolio events, and community programs connecting students across UX, design, and creative technology. • Collaborated with fellow Campus Leaders and Figma community teams to develop events, engagement initiatives, and resources for student designers.	August 2026 - Present

TOOLS & SKILLS

- **UX & Interaction Design:** UX Research, Wireframing, Prototyping, User-Centered Design, Usability Testing, Accessibility, Responsive Design, Interaction Design, Game UX
- **Design & Development Tools:** Figma, Adobe Creative Cloud, Webflow, Unity, Processing 4, Jira
- **Programming & Web:** C#, Java, Python, R, JavaScript, HTML/CSS, React, Next.js, Tailwind CSS

PROJECTS

Retro Video Game Hub - Pacman Recreation • Developed a functional Pac-Man recreation in Java using Processing 4, implementing player movement, collision detection, scoring, ghost behavior, and core gameplay systems. • Designed game feedback, map structures, and movement interactions to improve readability, player control, and consistency throughout gameplay.	Spring 2024
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