

STEPHAN BUI

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

Arizona State University, Mesa, AZ May 2027
Master of Science in User Experience (GPA 4.0/4.0)

The University of Texas at Austin, Austin, TX May 2025
Bachelor of Science in Computational Biology (GPA 3.5/4.0)
Elements of Computing Certificate (GPA 4.0/4.0)

EXPERIENCE

KōmoriCon, Austin, TX May 2023 - Present
Showrunner & Co-Founder

- 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.

ASU Mesh Labs, Mesa, AZ August 2026 - Present
XR Creative Associate, UX Team

- 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.

Figma, Tempe, AZ August 2026 - Present
Figma Campus Leader

- 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.

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, FigJam, Figma Motion, Adobe Creative Cloud, Webflow, Unity, Jira
- **Programming & Web:** C#, Java, Python, R, JavaScript, HTML/CSS, React, Next.js, Tailwind CSS

PROJECTS

Retro Video Game Hub - Pacman Recreation Spring 2024

- 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.