

KHOA PHAM

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Portfolio: <https://khoa-pham-portfolio.vercel.app/>

PROFESSIONAL SUMMARY

I combine design and technology to create inclusive, user-driven solutions. As a Service Designer and Human-Centred Designer, I focus on delivering meaningful impact, while as a UI/UX and Interaction Designer, I translate those solutions into intuitive, engaging interfaces. With a background in game development and web programming, I bring the technical skills to prototype, build, and test immersive experiences across both digital and VR game environments.

SKILLS

Service design: Service blueprints, current/future state mapping, user journeys

Human-centred design: Co-design facilitation, empathy mapping, user personas

User research: Interviews, usability testing, thematic analysis

Design tools: Figma, Miro, Creately, Adobe XD

Front-end/prototyping: HTML, CSS, JavaScript, React

Agile & collaboration: Cross-functional teams, iterative design, stakeholder presentations

Communication: Workshop facilitation, research synthesis, documentation

Game/XR/AR development: Unity, OpenXR, Oculus SDK

Programming Languages: Python, C++, C#

WORK EXPERIENCES

VOLUNTEER TEACHING ASSISTANT – UX DESIGN

Torrens University

AUGUST 2024 - PRESENT

- Supported students in UX and design thinking concepts, helping them apply HCD in project-based learning
- Guided development of responsive web solutions and C# applications through practical, user-focused design

UI/UX FULL STACK DEVELOPER – AQUACULTURE DATA PLATFORM

Vietnam Ministry of Science & Technology

JULY 2023 – JUNE 2024

- Led the front-end development of a real-time environmental monitoring dashboard for aquaculture operations
- Designed a user-friendly and accessible UI/UX interface specifically tailored for users with limited technical literacy, such as local farmers and field technicians
- Conducted on-site user research to identify pain points, usability challenges, and visual data requirements in low-infrastructure contexts
- Developed intuitive navigation flows, visual cues, and interactive guides to support efficient decision-making in high-pressure, low-tech environments
- Collaborated with scientists, engineers, and government stakeholders to ensure alignment between technical architecture and user experience goals

VOLUNTEER SERVICE & EXPERIENCE DESIGNER (EDUCATION GAME)

SA Department for Education

APRIL 2023 – JUNE 2023

- Designed and developed an interactive, browser-based educational game to support Year 7 EAL/D learners with cognitive impairments
- Applied inclusive design and accessibility principles to ensure the game was usable, engaging, and equitable for students with diverse learning needs
- Collaborated with teachers and education stakeholders to align game mechanics with curriculum goals and classroom needs
- Designed intuitive game flows, clear visual feedback, and scaffolded interaction patterns to promote independent learning
- Conducted user testing with educators to ensure functionality, ease of use, and pedagogical effectiveness

LEAD VR DEVELOPER & DESIGNER

Vivid Studio

AUGUST 2024 – DECEMBER 2024

- Led the end-to-end design and development of a narrative-driven VR escape game experience showcased at ACMI
- Applied human-centred design principles to create intuitive, immersive, and emotionally engaging user experiences
- Conducted usability testing and heuristic evaluation to refine player interaction, comfort, and accessibility in VR
- Designed and iterated on gameplay systems, interaction flows, and feedback loops to enhance immersion and engagement
- Collaborated with artists and writers to ensure a seamless integration of story, gameplay mechanics, and player experience

INTERNSHIP VR DEVELOPER & DESIGNER

Liminal VR

JUNE 2024 – OCTOBER 2024

- Collaborated with the Emotion & Cognition Research Analyst to design VR experiences that aligned with psychological and emotional engagement goals
- Applied principles of human interaction design to build responsive and intuitive VR gameplay systems
- Developed and tested mechanics focused on user attention, emotional response, and sensory feedback to create an engaging and comfortable player experience
- Conducted iterative prototyping and user testing to refine interaction flows and ensure cognitive-affective alignment
- Integrated research insights into gameplay elements to influence mood, motivation, and immersion across diverse user profiles

JUNIOR TECHNICIAN

Centrecom Clayton

MAY 2020 – DECEMBER 2022

- Built PCs
- Determined software and hardware requirements to provide solutions to problems
- Responded to queries on software and hardware problems
- Installed and downloaded appropriate software
- Adapted existing programs to meet users' requirements
- Ensured efficient use of applications and equipment
- Implemented computer networks, designed and maintained websites
- Repaired and replaced peripheral equipment such as terminals, printers, and modems
- Managed the customer service desk
- Answered phone calls
- Used SAP software
- Experience with hardware benchmarking tools
- Performed data recovery and backup solutions
- Developed an understanding of hardware compatibility and requirement

EDUCATION

RMIT UNIVERSITY

JUNE 2022 – DEC 2024

BACHELOR OF DESIGN | GAMES

Graduated with Distinction

MONASH UNIVERSITY

JAN 2019 – JAN 2022

BACHELOR OF INFORMATION TECHNOLOGY

CERTIFICATES/ LICENSES

Certificate III in business

Working with children check

National police clearance

ACHIEVEMENTS

ELECTRONIC SYSTEM SUBJECT MERIT AWARDS (2018)

Awarded for completing the Sensor Reactive Robotic Arm project.

ENDLESS ESCAPE VR GAME (2024)

The game was featured and showcased at ACMI

REFERENCES

DR ADAM BARTON

Emotion & Cognition Research Analyst

Email: adam@liminalvr.com

Mobile: 03 90 7331

DR THIEN NGUYEN

Lecturer in IT

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Additional references available on request.