Tiffany Tran

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EDUCATION

California State University of Fullerton — Fullerton, CA
Bachelor of Science in Computer Science — *Aug. 2021 – expected May 2025*

EXPERIENCE

Coding Instructor — June 2024 – Present
Coding Mind Academy — *Irvine, CA*
- Teach K-12 students the fundamentals of programming topics such as Unity, Pygame, Python, Java, etc.
- Guided students through programming projects from start to finish including video games, websites, and mobile applications
- Facilitate classes made up of 13 or more students.

Sales Associate — March 2022 – Present
Daiso — *Garden Grove, CA*
- Developed customer-focused problem solving, teamwork, and time-management skills.

PROJECTS

Zuk's Delivery | *C Sharp, Unity — Itch.io* — December 2023 - present
- Leading a team of 6 members to develop a 2D narrative adventure side-scroller as a game designer and programmer.
- Game received recognition by the Student Game Developer Association and won a mini grant
- Collaborated with writers to write, edit, and design game play elements for narrative progression by leading creative meetings and overseeing implementation.
- Utilized Yarnspinner for narrative scripting, implementing dynamic dialogue via branching dialogue and player interactions to enhance storytelling and player engagement.
- Engineered player movement, dialogue system, scene actions interaction system and mini-games as well as improved upon systems after player-testing and feedback.

Wave Rave | *C sharp, Unity — Itch,io* — September 2024 – December 2024
- Led a multidisciplinary team of programmers, artists, and musicians to create a 2D "rhythm heaven" inspired rhythm game
- Utilized FMOD to synchronize music to dynamic gameplay including beat spawning, cutscenes, and player interaction
- Designed and implemented cinematic cutscenes
- Prototyped different animations to test designs and game mechanics specifically with FMOD integration and beat timing

FullyHacks Participant | *C Sharp, Unity — Event* — February 2024
- Took part in a 24-hour hackathon hosted at CSUF, designing and creating Enviro.Co, a series of educational WarioWare-like mini-games promoting sustainable habits
- Designed and implemented dialogue system and game mechanics for 3 mini games, integrating sound effects and artwork for polish.

TECHNICAL SKILLS

Languages: Python, C/C++, C Sharp
Developer Tools: Unity, VS Code, Visual Studio, GitHub, FireBase, FireStore, YarnSpinner, FMOD
Design Tools: Figma, Clip Studio Paint, Procreate

EXTRACURRICULAR

Women in Business and Stem | *Member*

Video Game Development Club | *Campus Outreach*
- Fostered community and activity within the club by planning and hosting socials and game jams