

David Tran

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EDUCATION:

Florida Institute of Technology | Melbourne, FL | *Aug 2021 - May 2025*

- *B.S. in Computer Science, 3.28 GPA*

WORK EXPERIENCE:

Software Contractor at Studio Koleman | Gainesville, FL | *July 2023 - Present*

- Resolved long standing issues and bugs in assigned Unity game project

Intern at High Energy Physics Lab | Melbourne, FL | *Jan 2024 - Present*

- Assisted with electron ion collider simulation using C and Python in bash EIC shell environment

SKILLS:

- Programming Languages: Python, Go, Julia, C, Unity C#, and Java
- Software: Microsoft Office (Word, Powerpoint, Excel, etc.), Linux OS, HTML, CSS, Unity Game Engine, IntelliJ, PyCharm, Eclipse, Docker, Singularity
- Certifications: First Aid/AED/CPR, Stop The Bleed, Basic Life Support (BLS), Incident Command System (ICS) 100 & 700

GROUP PROJECTS:

Text-Fighter | Melbourne, FL | *Feb 2023 - Apr 2023*

- Command-prompt based computer game, added new gambling games to its casino section.
- Collaborated with two other FIT students using Java and IntelliJ IDE

SmartWord | Melbourne, FL | *Oct 2022 - Dec 2022*

- Implemented a program providing word guesses to users. Optimized recursive algorithm. Collaborated with two other FIT students, used Java.

INDEPENDENT PROJECTS:

Firearm Simulator | Melbourne, FL | *Sep 2021 - Present*

- Text-based application that simulates firearm operation with keystrokes. Developed in Python using PyCharm IDE.
- Simulates ammo malfunctions, and specific operations for certain firearms

Text Adventure | Melbourne, FL | *Sep 2021 - Present*

- Text-adventure game played using keystrokes. Developed in Python using the PyCharm IDE

HONORS:

- Eagle Scout, Scouts of America
- Dean's List Fall 2021 & Spring 2023

CO-CURRICULAR ACTIVITIES:

- Boy Scouts of America Troop 314, Troop 716
- Florida Tech Rescue Squad
 - Probationary member, undergoing crew membership training

RELEVANT CLASSES:

- Algorithms and Data Structures, Intro to Software Engineering, Operating Systems Concepts, Computer Networks, Web Applications, Software Design Methods, Computer Architecture and Assembly.