

# Thuy-Tien Nguyen-Tran

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## EDUCATION

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**California State Polytechnic University, Pomona**

*Expected Graduation December, 2016*

Major: Business Administration with concentration in Computer Information System

Key Courses: Interactive Web Development, Advanced Java Programming for Business, Secure Web Applications

## TECHNICAL SKILLS

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- Java, JavaScript, HTML5, CSS3, NetBeans, JQuery, Bootstrap, PHP, MySQL, C++, Wordpress, AngularJS

## EXPERIENCE

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**California State Polytechnic University, Pomona**

*August 2015 – Current*

*CIS Student Assistant, Web Developer*

- Constructed a password recognition test program, written in Java and built in NetBeans, to determine a person's ability to recognize a strong password from a weak
- Designed the front-end for cyberfed.org, a website dedicated to cyber security competitions, utilizing HTML5, CSS3, JavaScript, and PHP
- Contribute to cyber security competitions growth and participation at my university with knowledge of esports

## PROJECTS

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- **A Land of Monsters** *March, 2016 - Current*
  - A year-long team project hosted by the Game Design & Development club to encourage members to work together in building a complete game
  - Currently a project manager to oversee the project as well as participating as a programmer
  - Assist in creating the UI of the game, along with generating the save/load and reset level scripts
  - Developed in Unity and C#
- **Simon Says Game in JavaScript** *Feb. 2016*
  - This game was written entirely in Javascript, in order to develop a better understanding of game development
  - Developed in HTML5, CSS3, and JavaScript on Notepad++
- **The Riot Games API Challenge 2.0** *Aug. 2015*
  - One of Riot Games' challenges geared towards helping developers understand the Riot Games API and JSON
  - The goal of the challenge: Given two data sets of match IDs, one before the AP Item changes and another one after, create a piece of software to demonstrate changes in AP Item usage
  - Developed in Java on NetBeans

## LEADERSHIP

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**Cal Poly Pomona Esports Club**

*October 2014 - Current*

*Treasurer/Collegiate Starleague Coordinator/League of Legends Team Manager*

- Maintain a yearly budget of approximately \$3000, rationed across three quarters, and two independent accounts
- Manage opportunity drawing prizes for events such as FragNite, Cal Poly's largest LAN party that occurs quarterly with over 100 participants
- Recruited 30 members, and handled membership dues for club
- Reach out to other collegiate League of Legends managers to set up scrim/matches
- Discuss and fulfill team's need for success, providing assistance in and out of game such as creating a team schedule

**Cal Poly Pomona Game Design & Development Club**

*October 2014 – Current*

*Fundraising Executive*

- Determine fundraising goals and manage events to meet said goals
- Reach out to companies such as Cha for Tea for fundraising opportunities and establish interpersonal relationships
- Raised about 15% of club budget within a day during a social bowling event