Thuy-Tien Nguyen-Tran

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EDUCATION

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

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

EXPERIENCE

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

- **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

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 scrims/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