

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, that determines people's ability to recognize a strong password from a weak password
- Designed the front-end, such as HTML5, CSS3, JavaScript, and PHP, for cyberfed.org, a website dedicated to cyber competitions
- Contribute to cyber competitions growth with knowledge of esports to increase participation

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 to build a game.
 - Worked as a project manager to oversee the project as well as participating as a programmer
 - Assisted in creating the UI of the game, along with creating the save/load and reset level scripts
 - Developed in Unity and C#
- **Simon Says Game in JavaScript** *Feb. 2016*
 - A game written entirely in JavaScript to develop better understanding of game development
 - Developed in HTML5, CSS3, and JavaScript on Notepad++
- **The Riot Games API Challenge 2.0** *Aug. 2015*
 - A challenge for developers hosted by Riot Games using Riot Games API
 - "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 and dealt with JSON for the first time

LEADERSHIP

Cal Poly Pomona Esports Club

October 2014 - Current

Treasurer/Collegiate Starleague Coordinator/League of Legends Team Manager

- Create annual/quarterly budgets for around \$3000, split between 3 quarters with 2 separate accounts
- Manage raffle prizes for events such as FragNite, Cal Poly's biggest LAN party that occurs quarterly with over 100 participants, using 33% of our overall budget for prizes
- Managed and recruited over 30 membership dues
- 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 to

Cal Poly Pomona Game Design & Development Club

October 2014 – Current

Fundraising Executive

- Determine fundraising goals and manage event to meet said goals
- Reach out to various companies for fundraising opportunities and establish interpersonal relationships
- Raised over \$200 within a day when the club was new