Khang Tran

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EDUCATION

The University of Texas at Austin   Austin, TX
Bachelor of Science in Computer Science | GPA: 3.57   *May 2026*
Relevant Coursework: Cloud Computing, Game Design Paradigms, Data Structures, Computer Architecture, Operating Systems, Linear Algebra, Statistics

EXPERIENCE

Freetail Hackers   Austin, TX
Fullstack Developer, Organizer   *Jan 2024 – Present*
- Managed a team of 4 to build a static hackathon website from the ground up with HTML, CSS, and Three.js
- Produced 6+ 2D and 3D assets in collaboration with Creative team using Blender, Figma, and Inkscape
- Worked with Creative team to completely revamp live hackathon site, and with Tech team to implement designs
- Organized a successful hackathon with over 700 participants, evaluating over 30 submitted projects

Freelance   Austin, TX
Systems Integrator   *May 2017 – Jan 2024*
- Diagnosed, repaired, and upgraded home appliances, home theaters, mobile devices, and personal computers.
- Assembled custom personal computers for resale and on commission, ensuring high performance and quality.
- Conducted market research on parts and pre-assembled products to provide clients with the best options.
- Maintained effective communication with clients, explaining technical details in an understandable manner.

PROJECTS

HackTX 2024 | Freetail Hackers | HTML, CSS, JavaScript, Three.js, Figma, Blender   *May 2024 - Present*
- Led a team of 4 members to build a static landing page, using minimal libraries for optimal performance
- Assigned issues, reviewed merge requests, and coordinated with team members to meet project deadlines efficiently
- Engineered performant and engaging interactive 3D elements to enhance user experience using Three.js
- Applied dynamic scaling techniques and adaptive assets to deliver a seamless experience on all devices

Rodeo | Freetail Hackers | SvelteKit, CSS, TRPC, Typescript, Figma, Inkscape   *Feb 2024 - Present*
- Overhauled the UI/UX of live hackathon platform, boosting ratings from over 2500 attendants and admins
- Implemented UI/UX and flow changes in over 4 routes in pre-existing codebase with SvelteKit, CSS, and TRPC
- Refactored CSS codebase to recover over a year of technical debt and improve clarity for future developers
- Designed and produced high-quality 2D assets with Inkscape, ensuring a visually appealing frontend experience
- Worked closely with Creative team to ensure that designs and features were effectively incorporated and tested

PintOS | Fundamentals of Operating Systems | C   *Jan 2023 - Apr 2023*
- Developed multithreaded processing, process synchronization, and priority scheduling of threads.
- Implemented system calls API for user programs with exception handling and argument passing on the stack.
- Engineered multilevel paging algorithm to manage virtual memory system with variable swap partition.
- Created basic filesystem with multilevel allocation to support fast access and large files.

Sweet Mind | HackTX Winner | C#, Unity   *Oct 2023*
- Led a team with four members in the development of a 2D platformer game to participate in hackathon.
- Coordinated with team members to ensure seamless collaboration, efficient task allocation, and timely delivery.
- Integrated diverse assets, including graphics, sound, and animations with the Unity game engine.
- Exhibited strong problem-solving skills and adaptability in high-pressure, time-constrained environment.

TECHNICAL SKILLS

Languages: Java, C, HTML/CSS/JS, Vue, Svelte, Three.js, TS, TRPC, PostgreSQL
Developer Tools: Linux, Git, Docker, SSH, SvelteKit, Prisma, Figma, Blender, Inkscape