Khang Tran

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EDUCATION

The University of Texas at Austin | GPA: 3.57   Austin, TX
Bachelor of Science in Computer Science   *Aug. 2022 – May 2026*
Relevant Coursework: Cloud Computing, Game Design Paradigms, Data Structures, Computer Architecture, Operating Systems

TECHNICAL SKILLS

Languages: Java, Python, C/C++/C#, HTML/CSS/Javascript, Vue, Svelte, Three.js, PostgreSQL
Developer Tools: Linux, Git, Docker, SSH, SvelteKit, Figma, Blender, Inkscape

EXPERIENCE

Freetail Hackers   Austin, TX
Fullstack Developer, Organizer   *Jan. 2024 – Present*
- Designed and developed UI/UX, 2D, and 3D assets for both live and static hackathon sites.
- Led the development of a static hackathon website, focusing on front-end performance and interactivity.
- Revamped the UI/UX of the live hackathon website, enhancing user experience and interface functionality.
- Organized a successful hackathon with over 700 participants, evaluating over 30 submitted projects

Freelance   Austin, TX
Systems Integrator   *May 2017 – Present*
- 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 | HTML, CSS, Svelte, Figma, Inkscape   *Feb. 2024 - Present*
- Overhauled the UI/UX of live hackathon platform, boosting user engagement for over 2500 participants.
- Designed and produced high-quality 2D assets with Inkscape, ensuring a visually appealing frontend experience.
- Developed vital features as a full-stack developer, ensuring seamless user interactions across the platform.
- Collaborated closely with other teams to ensure that designs and features were effectively incorporated and tested.

PintOS | Fundamentals of Operating Systems | C   *Jan - 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.