

Ethan Tran

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Education

University of Maryland, College Park • *Bachelor of Science in Information Science* • Expected May 2026

- College coursework in Java, C, Assembly, web development, and database administration
- 3 years of experience with Unity 2D and 3D, and C#
- Calculus I and II, Linear Algebra, Discrete Structures, Computing Systems

Projects

Volare - 2D Platforming Game - 2022-2024

- Co-developed a 2D platforming game using Unity's URP, developing in-game user interface, character movement, glide and dash mechanics, character dialogue, and menu systems

Terra Noctis - 3D Survival Game (Ongoing) - *Current*

- Developing a high-fidelity Unity HDRP game with realistic world design.
- Utilizing Gaia for terrain generation, Unity's Light Probe system for dynamic and baked lighting, and Unity's water physics to create an immersive environment.
- My goal is to learn and apply AAA-level design principles alongside my current techniques to create an experience that is typically unexpected for solo developers.

Debt and Taxes - 2D Incremental Game - April 2025 - July 2025

- Co-developed an idle/clicker game in Unity within a fixed time limit for the GameDev.JS game jam.
- Features functional desktop-style apps, upgrade systems, dynamic virus events with minigame-based removal, and a full win condition.
- Implemented core gameplay mechanics, UGUI interface, in-game assets, sound integration, and system event logic.
- Deployed on Itch.io. Outperformed over 100 submissions.

Gymnastics Club Website - *July 2025*

- Updated the 2017 UMD Club Gymnastics website, creating a modern, mobile-friendly single-page application using HTML, CSS, and JavaScript, allowing the club members to update their community easily and gain new members
- Additional images and features will be incorporated as the club supplies updates.
- Deployed on Github Pages at <https://mdclubgymnastics.github.io/mdclubgymnasticswebsite/#home>

Portfolio Website - *Jan 2025*

- Created a clean, responsive portfolio website to highlight my personal projects, technical skills, and professional resume deployed through GitHub Pages.

Job Junction - Job Board Website - *Mar 2025 - May 2025*

- Developed a job board leveraging Adzuna's RESTful API to aggregate listings, enabling users to search, filter, and browse jobs using Adzuna's search api and custom fuzzy matching.
- Features include user accounts with bookmark syncing across devices and a reCAPTCHA-secured sign-up form integrated with Supabase.

Game Case Studies

- Developed fully functional recreations of Suika Game, Flappy Bird, and Endless Gate Runner
- Replicated core gameplay under strict deadlines with minimal guidance, in order to gain strong independent problem-solving and further my programming skills.

Technical Skills

Programming Languages: Java, C#, Python, SQL, HTML, CSS, JavaScript, C, Assembly,

Web Development: Node.js, REST APIs, Google APIs, OAuth, Google Services, UI/UX Design, Express.js

Database Systems: Relational database designs, SQL management, query optimization

Developer Tools: Git, Unity, VS Code, Visual Studio, RStudio