

# 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, INST377, INST362

## 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

### 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.

### UMD Campus Pantry Website Redesign - September 2025 - December 2025

- Updated the UMD Campus Pantry website, as a project for INST362. I created a modern, mobile-friendly single-page application using HTML, CSS, and JavaScript, allowing the club to update their site with much better navigation, feel, and overall ease of use. The updates were made via research collected by myself and my team.
- Research Website: <https://sites.google.com/terpmail.umd.edu/umdpantryredesign/home>
- Deployed on Github Pages at <https://etran777.github.io/UMDCampusPantry>

### 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