

Johnny Tran

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EDUCATION

University of Maryland, Baltimore County, Baltimore, MD Expected May 2025
Computer Science, Game Development Track
Third Year
Current GPA: 3.714

Personal Projects

Simply December 2017
Galaga-Type Game
Made using GameMaker: Studio 1.4 in GML. It is a Galaga inspired game featuring randomly spawned enemies, score, high score, HP, and power-ups. The game becomes progressively harder as you progress.

Shell Project October 2023
Custom Shell Program
Made in C for Debian Linux. It is a custom shell program project made for school which allows the user to run programs with or without flags with the same interface as a standard command line interface.

WORK EXPERIENCE

Legends of Learning, Laurel, MD June 2021 – October 2023
Technical Review
Test submitted games and determined if they would be acceptable to be accepted onto the main website. Tested for issues with pausing, proper API calls, time to complete, and if saving and loading states worked. After reviewing a game, a review containing any issues of the game was sent to the developer.

Legends of Learning, Laurel, MD September 2020 - May 2021
Bug Testing Intern
Test submitted games which have been reported to have bugs and attempt to replicate the issue, along with reporting any issues with the game outside of what was reported. After successfully recreating the bug, a video of me recreating it, along with how to recreate it, is submitted and sent to the developer to be fixed.

Skills

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- Excel
 - Word
 - Unity/Godot/GameMaker: Studio
 - Git
 - SSH/Putty
 - Programming Languages
 - Python
 - C++/C#/C