Francis Tran

Portfolio: francistr.github.io

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Education

MS in Software Engineering | University of St. Thomas, St. Paul, MN | Anticipated Graduation: May 2027

BS in Computer Science / Game Design Minor | University of St. Thomas, St. Paul, MN | GPA: 3.84 / 4.0 | May 2024

Experience

Software Developer Intern   **June 2024 – Present**
Games For Love – Seattle, WA (Remote)
- Manage a cross-functional team of 8 in creating video games for young audiences using C#.
- Improving the UI/UX design and readability of the Game Jam itch.io page using HTML and CSS.
- Collaborating with developers to review Pull Requests and merging code on GitHub, resulting in over 60 commits and more than 200,000 additions in the repository.

CRM Salesforce Intern   **May 2022 – Present**
University of St. Thomas – St. Paul, MN
- Engage with stakeholders to document issues, determine project requirements and implement contextualized solutions in an agile environment.
- Task with testing and documenting the new college application that led to production within a 3-month deadline.
- Results in 7000+ new applicants that applied to one of the 370 Academic Programs within the first 4 months of deployment.

Computer Science Tutor   **Feb 2022 – May 2022**
University of St. Thomas – St. Paul, MN
- Tutored over 25 students to enhance their understanding of the course material and sharpen their problem-solving skills through lab assignments using Python.

Projects

Purified Game – (francisishere.itch.io/purified) / (github.com/FrancisTR/Godot-Purified)
- A 2D game addressing the awareness of the lack of clean water and showing ways for one to clean water through User Interaction.
- Collaborated in a team of 80 members that consist of Game Testers from Lake Middle School and other members outside of the University of St. Thomas. **(Godot)**

Rhythm Swipe Game – (projectrhythmswipe.netlify.app/) / (github.com/FrancisTR/Rhythm-Swipe)
- A 2D rhythm game started off as a course project and has been expanded for open-source contribution. **(HTML, CSS, JavaScript, p5.js, Java)**

Bombocabulary Game – (jngwlm.csb.app/) / (github.com/FrancisTR/Bombocabulary-Game)
- A word guessing game that contains a list of 1000 words, which is chosen randomly for the dictionary API to display the word definition and the lexical categories to the User Interface. **(HTML, SASS, JavaScript, ReactJS, Bootstrap)**

BubbleChat App – (github.com/FrancisTR/BubbleChat-App)
- A chat application that allows to locally chat any user within the same network using Socket-IO. **(Python, HTML, CSS, JavaScript, Flask, Bootstrap)**

Programming Skills: Python, Java, JavaScript.

Other Skills: HTML, CSS, SASS, Flask, Bootstrap, ReactJS, p5.js, Salesforce, Visual Studio Code, Godot, Slack, Jira.

Awards: St. Thomas Dean's Honor List x8, St. Thomas ITS Award Nominee (2023), Delta Epsilon Sigma Honor Society.

Hobbies / Interests: Co-Founder / Game Producer of an indie team "Sandboa Team", Tennis, Pixel Art.