# Francis Tran

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## EDUCATION

**UNIVERSITY OF ST. THOMAS**                                                                       St. Paul, MN
Master of Software Engineering                                                              Expected May 2027
Bachelor of Science                                                                           Graduated May 2024
      Major in Computer Science; Minor in Game Design.
      Cumulative GPA: 3.84/4.0; Dean's List x8.
      Coursework: Object Oriented Programming, Data Structures & Algorithms, Web Development, Game Production.

## WORK EXPERIENCE

**CRM SALESFORCE INTERN**                                                                          St. Paul, MN
University of St. Thomas                                                                      May 2022 – Present
- Engaging with stakeholders to document issues, define project requirements, and implement solutions using Agile Methodologies that results in faster project completion and increase team collaboration efficiency.
- Tested the new college application to ensure all functional specifications were met and achieve a successful launch within the 3-month deadline, which resulted in a 7,000+ increase of new applicants in the first 4 months of deployment.
- Pioneered the front-end development of interactive widgets with the collaboration of the Department of Admissions to enhance the UI/UX of the college application system using HTML, CSS, and JavaScript.

**SOFTWARE DEVELOPER INTERN**                                                                        Seattle, WA
Games For Love                                                                              Jun 2024 – June 2025
- Led a cross-functional team of 8 to develop video games for young audiences using Godot and ensuring to deploy quality products each month, which resulted in delivering successful games with a 20% increase in productivity.
- Collaborated with developers to review and merge pull requests on GitHub that consist of 100+ commits and 200,000+ lines of code, resulting in improved code quality and workflow that reduced the bug rate by 50%.
- Enhanced the UI/UX design of the Game Jam itch.io page that consists of intuitive design improvements and optimizing navigation using HTML and CSS, which boosted the user engagement by 15%.

**COMPUTER SCIENCE TUTOR**                                                                         St. Paul, MN
University of St. Thomas                                                                    Feb 2022 – May 2022
- Tutored over 25 students for one-on-one guidance to improve problem-solving skills and assist students in coding assignments that utilize Python.

## PROJECTS

**ClassifierAI – (github.com/FrancisTR/ClassifierAI)**
Utilized: HTML, CSS, JavaScript, Bootstrap, ml5.js.
- Created a Google Chrome Extension that detects images that are AI-generated.
- Integrated Machine Learning to perform Image Classification to determine whether the image is AI-generated.

**Rhythm Swipe Game – (projectrhythmswipe.netlify.app/) / (github.com/FrancisTR/Rhythm-Swipe)**
Utilized: HTML, CSS, JavaScript, p5.js, Java.
- Created a 2D rhythm game where the character moves synchronously with the beat while collecting gems.

## ADDITIONAL

**Technical Skills**: Python, HTML, CSS, Tailwind CSS, TypeScript.
**Other Skills:** React.js, Next.js, Supabase, Salesforce, Visual Studio Code, Git, JIRA.
**Awards:** St. Thomas ITS Award Nominee (2023), Delta Epsilon Sigma Honor Society (2024).
**Hobbies / Interests:** Co-Founder & Game Producer of an indie team "Sandboa Team", Video Editing, Pixel Art.