

Francis Tran

Portfolio: francistr.github.io

Email: fatran@stthomas.edu | GitHub: github.com/FrancisTR | LinkedIn: linkedin.com/in/francistran6832

Education

University of St. Thomas – St. Paul, MN | GPA: 3.84 / 4.0

Sep 2020 – May 2024

Bachelor of Science, Computer Science / Game Design Minor.

- *Courses:* Data Structures & Algorithms, Object Oriented Design, Web Development, Creative Coding, Game Design.
- *Activities:* Delta Epsilon Sigma Honor Society, Computer Science Club, St. Thomas eSports Club.
- *Awards:* Dean's Honor List x8, ITS Award Nominee, ITS Arlene Robinson Memorial Scholarship.

Experience

Software Developer Intern

June 2024 – Present

Games For Love – Seattle, WA (Remote)

- Collaborating with developers and designers to create engaging video games for young audiences to promote sustainability.

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

- Responsible for tutoring students that are enrolled in Intro to Programming course at the University of St. Thomas.
- 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: HTML, CSS, SASS, Flask, Bootstrap, ReactJS, p5.js, Salesforce, Visual Studio Code, Godot, Slack, Jira, Microsoft Office.

Hobbies / Interests: Co-Founder / Game Producer of an indie team “Sandboa Team”, Video Games, Tennis, and Pixel Art.