Hoang Viet Tran

✉ htran77@gatech.edu 📞 202-460-6450 🌐 https://ht413.github.io

Education

Bachelor of Science in Computer Science   University of California, San Diego
Minor in Mathematics; GPA: 3.64   Sep 2013 – Jun 2017
Coursework: Object Oriented Programming, Data Structures, Software Engineering, Operating Systems, Linear Algebra, Number Theory, Computer Graphics (intro), 3D User Interaction, Photorealistic Rendering, Virtual Reality Technology, Compilers, Programming Languages

Master's in Computer Science   Georgia Institute of Technology
Specialization in Computer Graphics   Aug 2018 – Dec 2019
Coursework: Game AI, Video Game Design, Computer Vision, Computer Graphics (advanced), Cryptography, Computer Animation, Compiler Optimizations

Technical Skills

C/C++, Java, C#, GLSL, Python, Haskell, OCaml, MATLAB, Unity, Android, OpenGL, Microsoft Kinect, Oculus Rift, Leap Motion, QML

Work Experience

Affera, Inc. – Software Development Engineer, Full-time, Mar 2020 – current   Watertown, MA
- Development of visualization systems used for Affera's own medical devices and systems

Gameloft LLC – Game Programmer, Full-time, Sep 2017 – Jul 2018   Hanoi, Vietnam
- General bug fixing, graphics issues, and game optimization for Android ports of company's iOS games
- Worked closely with Indonesian, Bulgarian, and Canadian teams on Chinese market releases
- Contributed towards internal documentation of in-house libraries, used for training new employees
- Mainly involved in 萌龙大乱斗, the Chinese exclusive Android edition of **Dragon Mania Legends**, from Alpha to post-launch updates
  - Optimized game performance significantly prior to Open Beta launch
  - Resolved major crashing issues that affected thousands of users daily

University of California, San Diego – Undergraduate Tutor, Part-time, Sep 2015 – Jun 2017   La Jolla, CA
- Official tutor for various classes taught at the university for 6 academic quarters
- Worked with professor to release assignments, schedule hours in lab and review sessions, conduct office hours to explain course concepts to students, led staff of new teaching assistants & tutors as head tutor
- Classes tutored:
  - 5 academic quarters: Computer Graphics; 3 quarters as head tutor
  - 1 quarter each: Software Engineering, Programming Languages, Intro to Programming: Java

Projects

Teleporting Button: My first Android game on the Google Play Store. Written in Java.
Charge! Two-player local network Virtual Reality game, using the Oculus Rift and Leap Motion SDK. Written in C++.
CSE 167 base code: Rewrote starter code for the Computer Graphics class assignments at UC San Diego to replace legacy OpenGL with modern OpenGL. Code continues to be used after 3 years.
Ray Tracer: A C/C++ program that uses the Ashikhmin-Shirley BRDF for photorealistic rendering.
Jenga: 3D interactive Jenga game in Unity, using a Sony Move for 3D input.
Block Shift: Minigame written for both Windows and Android using a custom game engine and open-source SDL library, available on the Google Play Store. Written in Java and native C++.