Iquoc Tran

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Education

DePaul University — Chicago, IL   **Graduated Jun. 2025**
Bachelor of Science: Computer Science (Concentration in Software Engineering)   *Presidential Scholarship*
Minor: Game Design   GPA: 3.828/4.0 *Magna Cum Laude*

Work Experience

DePaul University, **Research Assistant** — Chicago, IL   **Jun. 2024 — Jun. 2025**
Unity, C#, API Requests, Game Design, GitHub
- Research various sources that impact weather phenomena, sea-level, and environmental health to base the project on real-world statistical data and translate the effects of climate change into a virtual reality.
- Design and develop a virtual reality experience that is engaging, fun, immersive, and informative. Create an experience that successfully gives the player awareness and perspectives on climate change (centered in Chicago, IL).
- Implement the Applied Climate Information System (ACIS) API by generating structured web requests and interpolating the data for the AR/VR project.
- Adapt and Connect various Unity Asset Packages (*Enviro 3 Sky and Weather*; *Weatherade: Snow and Rain System*).
- Organize Unity game objects using Game Managers, Prefabs, and Object-Oriented Programming (OOP).
- Communicate plans and ideas with a lead — HexLab Director, Dr. Richard Wetzel — to improve the next steps in the process.

Relevant Experience

Senior Capstone Full-Stack Forms Application   **Jan. 2025 — Mar. 2025**
Flask/React, Agile/Jira, StripeAPI, MongoDB, LAMPy/EC2, GitHub
Teamwork, Documentation, Cross-function collaboration
- Implement LAMPy for development web server using Apache and MongoDB.
- Configure web server to web hosting platform (AWS-EC2).
- Connected and designed database for scalability and search (Flask to MongoDB/NoSQL).
- Communicate requirements from Client [*The Brown House Experience*]

Website | *HTML/CSS, UI/UX, Angular, .NET, Docker MySQL, GitHub*   **Jul. 2025**
- Implement and design a full-stack webpage showcase hobbies and personal interests.
- Manage and store image files.

Ghost Hunter Sam | *Scratch Game Engine, C++, SDL2, Game Design*   **Nov. 2022 — Feb. 2023**
- Learn how to search documentation and implement source code.
- Implement libraries for sprite rendering, inputs, and entity components.

Android Mobile App Development | *Java/Kotlin, API, UI/UX*   **Sep. 2024 — Nov. 2024**
- Integrate API from the Art Institute of Chicago to help users search for artworks and artists in a seamless experience.

ACE Member Relations Officer | *Communication, Teamwork, Adaptability*   **Sep. 2024 — Jun. 2025**
- Address concerns and improvements for events with general body members' feedback.

Skills

Languages & Libraries: Java/Kotlin, JavaScript, Python, C, C++, C#, SQL, HTML/CSS, SDL2
Programs: Unity 2D/3D/XR, Unreal Engine, FL Studio, Adobe Creative Suite, Maya, Canva
Frameworks: Angular, .NET, Flask, React.js, Node.js, MySQL, MongoDB, LAMPy, AWS/EC2, MySQL, Docker
Developer Tools: GitHub/GitLab, Perforce, Eclipse, Visual Studio/Code, Android Studio, Designite
Project Management & Tools: Agile, SCRUM, Backend Developer, Version Control Lead, Jira
Interpersonal: Communication, Teamwork, Time-Management, Empathy, Adaptability, Accountability, Cross-function Collaboration

Linguistics
English (Native)
Spanish (Advanced)
Vietnamese (Heritage)
Chinese (Beginner)