Iquoc Tran

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Education

DePaul University — Chicago, IL   **Graduated June 2025**

Bachelor of Science: Computer Science
Minor: Game Design   GPA: 3.828/4.0 *Magna Cum Laude*

Relevant Experience

Senior Capstone Forms Application | *Full-Stack, Python, Flask, React, Agile/Jira, StripeAPI, MongoDB, LAMPy/EC2, GitHub; Teamwork, Documentation, Time-Management, 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*
- Implement and design a full-stack webpage showcase hobbies and personal interests.
- Manage and store image files.

Academic Roles and Responsibilities
- **Search Engine Lab** | *Python, JSON Parsing*
- **Android Mobile App Development** | *Java/Kotlin, API, UI/UX*
- **DePaul DemonHacks Cybersecurity 2022** | *JavaScript, JSON; Accountability, Time-Management*
- **HackDePaul Data Science 2025** | *Architecture, OpenAPI, Teamwork, Time-Management*
- **Asian Cultural Exchange Member Relations Officer** | *Communication, Teamwork, Time-Management Adaptability*

Unity Projects
- **BuLLET** | *Game State Management, Gameplay Mechanics, Game Design, Sprite Art & Animation*
- **Ghost Hunter Sam** | *Scratch Game Engine, SDL2, Game Design*
- **Mac and Us** | *Game Design, Teamwork, Cross-function Collaboration*
- **Tile-Color** | *Puzzle, Game Design*

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, Capture One, 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
Hobbies: Guitar, Piano, Skateboarding, Photography, Games (FPS, Roguelikes, Fighting)

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

Work Experience

DePaul University, **Research Assistant** — Chicago, IL   **June 2024 – June 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.