

# Jason Tran

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 (714) 204-1799 |  [Github](#) |  [LinkedIn](#) |  [Portfolio](#)

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## EDUCATION

**Bachelor of Science in Computer Science, 2023**

*California State University, Fullerton*

## HONORS

**Dean's Honor List, 2020 - 2023**

**Cum Laude, 2023**

## CERTIFICATES

**[Harvard CS50 Introduction to Game Development](#), June 2022**

**[Unreal Engine 5: Soulslike Melee Combat System](#), December 2022**

## PROJECTS

**Gameplay Engineer, June 2022 - May 2023**

*Game Dev Strategy Guide, Gobbo's Gambit*

[Linkedin Page](#) [Steam Page](#)

- Focus on player game mechanics and enemy AIs using blueprints, Interfaces, AI controllers, and behavior trees in Unreal Engine 5
- Work with *Advanced Locomotion System V4* to implement smooth player movement and a scalable animation system
- Develop a stealth and puzzle-solving vertical slice with a team of 20

**Lead Programmer, December 2021 - May 2023**

*KC Studios, Sun's Edge*

[Website](#) [Kickstarter](#) [Steam Page](#)

- Built five unique enemy AIs behavior for an isometric, survival-horror game in Unreal Engine 4.26.2
- Connect the UI system with the player game mechanics and refine player movement settings, enhancing the user experience
- Develop a scalable attack combo system by utilizing blueprint interfaces, animation notifies, and animation montages
- Co-lead a team of 7, raising \$1,126 on Kickstarter to publish the game on Steam

**Team Leader, Game Programmer, February 2022 - May 2022**

*Software Engineer Course, Blood Souls*

[Github Repo](#) [Itch.io](#)

- Conducted weekly scrum sessions for a team of 5 students, tracking progress of each individual
- Constructed player controls, combat system, level building, and 4 unique enemies, including a boss AI using Unity
- Selected as the best performing project by peers and professor, receiving a final grade of 100%
- Completed 2 levels of a Dark Souls inspired 2D game within the 3 month deadline

## PROGRAMMING SKILLS

Unreal Blueprint, C++, Python, Visual Studio Code, Git