

Jason Tran

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EDUCATION

Bachelor of Science in Computer Science

California State University, Fullerton

August 2018 - May 2023

GPA: 3.5

HONORS

Dean's Honor List

August 2020 - Present

RELEVANT COURSES

- Data Structures (Grade: A)
- Algorithm Engineering (Grade: A)
- Introduction to Game Design (Grade: A+)

CERTIFICATES

[Harvard University CS50 Introduction to Game Development](#)

June 2021 - June 2022

- Developed 9 projects in Lua with the LOVE2D Game engine, 3 projects in Unity
- Acquired an understanding of the principles of animation, sound, and collision detection

PROJECTS

Software Engineer

Game Create Repeat, Project GCR

[Linkedin Page](#)

June 2022 - Present

- Specialize in player game mechanics and enemy AIs using blueprints, AI controllers, and behavior trees in Unreal Engine 5
- Utilize *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
- Participate in weekly meetings to ensure proper progress and communication between 3D artists, game designers, and engineers

Lead Programmer

KC Studios, Into the Farlands

[Website](#) [Kickstarter](#) [Itch.io](#)

December 2021 - Present

- Create five unique enemy AI behaviors for an isometric, survival-horror game in Unreal Engine 4.26.2
- Connect and improve the UI system with the player health and stamina system, refine player movement controls and a rolling mechanic
- Troubleshoot over 30 hours of coding and debugging over 50 issues
- Develop a scalable attack combo system by utilizing blueprint interfaces, animation notifies, and animation montages
- Co-lead a team of 7, raising \$1,120 on Kickstarter to publish the game on Steam

Team Leader, Game Programmer

Software Engineer Course, Blood Souls

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

February 2022 - May 2022

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

WORK EXPERIENCE

DRINK MAKER

7Leaves Cafe

August 2018 - March 2020

- Served over 200 drinks per shift in a fast-paced environment while maintaining a clean workspace
- Adapted to customers' needs and drink preferences to guarantee satisfaction and quality service
- Collaborated with around 6 workers per shift to efficiently supply drinks to 100 customers in a timely manner

PROGRAMMING SKILLS

- Unreal Blueprint
- C++
- C#
- Python
- HTML / CSS
- Visual Studio Code
- Git