

# Johnny Tran

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## EDUCATION

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**University of California, Irvine**

*Bachelor of Science in Computer Engineering*

Irvine, CA

*Sep. 2017 – Jun. 2021*

## TECHNICAL SKILLS AND LANGUAGES

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**Developer Tools:** Git, IntelliJ, PuTTY, Visual Studio

**Programming Languages:** Assembly, C, Java, Python, Verilog, VHDL

## PROJECTS

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**Chess Simulation** | *C, PuTTY, Git*

Jan. 2019 – Feb. 2019

- Team collaboration to replicate a Chess game application and official rules in C language
- Allowed players to choose desired color for turn player's moves
- Implemented an AI opponent for Player vs. Computer at various difficulties
- Utilized GitHub to append changes and demonstrated on PuTTY SSH client
- Amongst class competition of 16 total teams, reached semifinals (top 4) before elimination

**Messaging Application** | *C, PuTTY, Git*

Feb. 2019 – Mar. 2019

- Team collaboration to develop a messaging application in C language for registered users who were logged into the server regardless of location
- Implemented a friend system in which users can search for other users, friend them, and chat with one another
- Recorded encrypted log data of registered users and their friend list, all automatically updated to GitHub

**Tetris Smartphone Game Application** | *Java, Git*

Apr. 2019 – May 2019

- Developed a game in Java language to replicate official Tetris Game
- Game laid out in gridded format that updated boxes with falling Tetris pieces
- Implemented variable difficulty that increases the longer the application runs
- Included togglable Tetris music and sound effects during gameplay
- Developed on IntelliJ to display game on an Android smartphone emulator or onto connected Android smartphone

**Super Mario Bros Smartphone Game Application** | *Java, Git*

May 2019 – Jun. 2019

- Developed a game using Java language to replicate 3 different levels of the Super Mario Bros Game
- Implemented a side-scrolling gridded game platform to update positions of players, obstacles, and opponents
- Utilized official sprites from the Internet as front-end design during gameplay
- Developed on IntelliJ to display game on an Android smartphone emulator or connected Android smartphone

**Autonomous Rescue Trail (ART) Rover** | *Python, Raspberry Pi, Git*

Jul. 2020 – Mar. 2021

- Assembled and coded an autonomous terrain rover for a teamed, university Senior Design Project
- Designed a long distanced, GPS tracking rover that can patrol hiking trails for injured hikers with simple and quick intractability
- Provided autonomy through OpenCV and ImageAI to train computer image recognition, location data through GPS collection over Wi-Fi, interfacing through Y/N button response and irregular response timing

**Room Monitoring System** | *Python, Raspberry Pi*

Apr. 2021 – Jun. 2021

- Developed a model room surveillance system that check statuses for open windows, open doors, temperature, and human presence
- Analyzed temperature from CIMIS local weather website's temperatures and compared to user-adjusted temperature for AC or heater activation
- Enabled voice recognition to halt or continue any processes based on detected human infrared presence