

Khang Tran

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SUMMARY

Recent graduate seeking software developer roles. Proficient in several programming languages.

EDUCATION

Texas State University

Dec 2022

B.S. Computer Science

- GPA: 3.61

Austin Community College

May 2020

A.S. Computer Science

PROJECTS

Snake game:

- Built a Snake game with basic functionalities.
- Used Python module Turtle to setup screen and the Snake body.
- Created different class inherit from Turtle module to represent different objects (Snake, Score and Food).
- Basic functionalities such as keeping track of score and highest score, increase speed and start over are implemented.
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Compiler's Scanner and Parser using mC and flex:

- A class project to build Compiler's Scanner and Parser using mC and flex.
- Used regular expression to recognize tokens (reserved words, data type, comments, etc.).
- Each token needs to be identified by scanner and passed to parser to be added to AST (Abstract Syntax Tree) for later phases.
- Scanner and Parser print out the output from the input file.

Password Manager:

- Built a Password manager that lets users type in website/application, their username, password and store it in a file.
- Used Python module tkinter to setup GUI and implement functionalities such as search, delete, generate random password and add data to a .json file.
- Used tkinter widgets to setup buttons, entries and perform actions (search, add, delete, generate password) when users click on them.
- Password Manager runs on local machine which is more secure compared to a Password Manager Extension.

Flash Card App:

- Built a Flash Card app to help with learning languages by having words and definition on two sides of the cards.
- Created Flash Card GUI using Python module tkinter and populated words and definition from an input file.
- Implemented timer mechanism so that every 3 seconds a new word is displayed on the screen. Users can either click tick button (if they remember the word) or cross button (if they don't remember the word).
- Flash Card app runs and displays a random word, then flips to the other side after 3 seconds. Users can click the tick and cross buttons to see how they progress. When users click the tick button, that word is removed and won't appear again so that users can focus on learning unknown words.

TO-DO LIST

- Built a To-do List web application to help users keep track of daily activities.
- Created the web layout with HTML, CSS and Javascript components.
- Setup server and backend components using Node.js, Express and MongoDB.
- Users can run the web application and type in the activities that will be displayed on the to-do list. An activity can be marked as completed and deleted from the to-do list.

TECHNICAL SKILLS:

Languages: Python, C, C++, Javascript, HTML, CSS

Frameworks/Libraries: Node.js, Express, MongoDB, React

OS: Microsoft, Linux

Tool/Platform: VSCode, PyCharm, CLion