Ethan Tran

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EDUCATION

Saltfleet District High School — Sep 2021 – Jun 2025

- Achieved 94% average in Grade 11.
- Active in extracurriculars: Math club Co-Founder, Badminton, Parliament, Robotics Club.
- Recognized as a top performer in Saltfleet for the CEMC Waterloo math contest and CCC competitions at school level.
- 3 years honors student.

SKILLS

Languages: C#, Java, HTML, CSS, Javascript, Swift.

Soft Skills: Communication, Teamwork, Leadership, Critical Thinking.

Hard Skills: Math, Computer Science, Computer Engineering, Robotics, Website Development, Unity Game Development, IOS App Development.

EXPERIENCE

Saltfleet Parliment, *Tech Lead* — Sep 2023 – Present

- Led the design and development of the Saltfleet Commons Website with a team of 3 developers.
- Collaborated efficiently to ensure effective website design and development.
- Oversaw project timelines and ensured deadlines were met.
- Conducted regular team meetings to track progress and address challenges.

Swift Kids, *Co-op App developer* — Feb 2024 – Jun 2024

- Designed and optimized mobile application interfaces with Swift, completing over 10 projects to enhance user experience and app performance.
- Proficient in Swift for app development, with a focus on programming and interface design.
- Developed expertise in Swift through extensive project completion and task execution.
- Collaborated with 4 app developers to effectively, in team environments, conceptualize, design, and present innovative app solutions.
- Spearheaded the design, programming, and presentation of multiple applications projects in Swift.

OFSAA, *Camera Operator Director* — Feb 2024 – Mar 2024

- Ensured smooth operation and high-quality production for OFSAA basketball, broadcasted to 7,000+ viewers.
- Directed and optimized live stream operations, managing cameras and technical setups.
- Cross-trained in various roles, enhancing team flexibility and efficiency.
- Implemented improvements in live streaming, boosting viewer engagement and reliability by 40%.
- Streamlined workflow for seamless execution during live events.
- Managed equipment setup and troubleshooting for operational readiness.

PROJECTS

FPS Survival Game, *C#, Unity* ↗

Created a 3D first person shooter game where players have to survive waves of enemies.