Lucian Tranc

Computer Science Co-op Student

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TECHNICAL SKILLS

Languages: C, C++, C#, JavaScript, HTML/CSS, Python, Java

Tools & Frameworks: React.js, Node.js, Bootstrap, jQuery, Unity, Git, Bash, Makefile, SDL2, Visual Studio

EXPERIENCE

Web Designer   August 2020 – December 2020
Communitech
- Responsible for creating and redesigning websites on platforms like WordPress and Shopify
- Communicated directly with clients on a weekly basis.
- Created digital transformation plans to help various small businesses survive the impacts of COVID-19, as a part of Digital Main Street's "Future Proof" program

PROJECTS

Hover Rocket (Android & iOS Mobile Game)   June 2020 – August 2020
Personal Project
- Designed, developed and published a mobile game using Unity and C#
- 100+ downloads across Google Play Store and iOS App Store
- Used the devices accelerometer for input to control the tilt of a rocket ship with which the player must navigate through a cave

2D Game Platform
Personal Project   September 2020 – November 2020
- Developed a 2D Game Platform using C++ and SDL2
- Implemented an entity component system which allows for adding and deleting components from game objects
- Supports collision, projectiles, user input and loading maps from external files.

.SVG Image Editor   January 2020
Software Systems Development and Integration – University of Guelph
- Created an image editor for .SVG image files where the user can add, edit, scale or delete image elements
- Developed a C library which handled the manipulation of the images
- Used Node.js to link the C library with a front end written in JavaScript/HTML

Please visit www.luciantranc.com for demonstrations and other projects

EDUCATION

Bachelor of Computing, Co-op Computer Science   September 2018 – Present

University of Guelph

- 4.0 GPA across Computer Science courses
- Completing a minor in Mathematics