



# Tran An Man

 <https://github.com/Man2k3>  
 [anmanproone94@gmail.com](mailto:anmanproone94@gmail.com)

## EDUCATION

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**Saigon University**  
*Information Technology*

June 2026  
*Current GPA: 3.4/4.0*

## COURSEWORK

**Courses:** Object-Oriented Programming, Data Structures & Algorithms, Embedded Systems, Discrete Math, Linear Algebra, Calculus, Physics, Probability & Statistics

## SKILLS

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**Languages:** C/C++, Python, Java, JavaScript/TypeScript, HTML/CSS  
**Tools:** Git/GitHub, Unix Shell, Webpack, VS Code, IntelliJ CLion/PyCharm/IDEA, Atom

## PROJECTS

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- Carbon** | *Flutter, Dart, Supabase, APIs (INRIX, Google Maps), Git, Unix Shell, VS Code* Nov. 2023
- Team project for the INRIX Hack 2023 Hackathon, earned Honorable Mention
  - Developed a social media mobile app to gamify eco-friendliness using the INRIX API
  - Learned how to use Flutter in conjunction with backend databases and APIs
- ChatBuzz** | *TypeScript, HTML/CSS, Webpack, API (Twitch), Git, Unix Shell, VS Code* May 2023 – Present
- Developed a full-stack web application for Twitch livestreamers to display repeated chat messages on OBS
  - Experimented with Twitch API's OAuth Access Tokens to get chat data from the given channel
  - Collaborated with livestreamers to get feedback and suggested features
  - Solved problems relating to asynchronous tasks
- FoodDropper** | *Java, Maven, API (Spigot), Git, IntelliJ IDEA* Aug. 2022
- Developed a Minecraft server plugin to limit players to one way of replenishing their hunger bar
  - Used persistent data containers to save and load data, ensuring that it persists across plugin resets
  - Optimized UX e.g. sound design, food drop timing, supplied saturation level, and addressed potential workarounds

## EXPERIENCE

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