

Khang Tran

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EDUCATION

University of Florida May 2026
Bachelor of Science in Computer Science GPA: 3.82
Relevant Coursework: Discrete Structures, Data Structures and Algorithms, Intro to Software Engineering, Intro to Computer Organization

TECHNICAL SKILLS

Languages: Python, C++, HTML/CSS, ARM Assembly
Developer Tools: Git, VS Code, Microsoft Office, Docker
Libraries: wxWidgets, PyGame, SFML

PROJECTS

YouTube Clone | HTML, CSS July 2024

- Developed the front-end portion of a website that replicates the appearance of youtube.com.
- Engineered a responsive and intuitive UI that automatically resizes to adapt to various devices and screen sizes.

Social Network Analyzer | C++, wxWidgets Dec 2023

- Led a team of three in developing an app that analyzes social networks and finds the shortest chain of mutual friends that connects two users by using Dijkstra's algorithm and BFS.
- Built an intuitive UI to represent the social network graph by utilizing the wxWidgets library.

Minesweeper Clone | C++, SFML Aug 2023

- Created a clone of the popular game Minesweeper that includes a timer, leaderboards, as well as a debug mode.
- Developed the complete logic for the Minesweeper game, including grid generation, mine placement, and win/loss conditions.

Sudoku Clone | Python, PyGame Dec 2022

- Led a team of four in developing a Sudoku game in Python with random puzzle generation for varying difficulties.
- Added a clean and intuitive UI that allows users to select and input into cells with both mouse and keyboard, as well as allowing for draft input using the PyGame library.

INVOLVEMENT

Committee Member at UF Society of Asian Scientists and Engineers (SASE) Sep 2024 - Dec 2024

- Organized a field day event with a team of 8 for 60 participants.
- Designed and managed new activities and games, ensuring alignment with budgetary constraints.