David Scott Tran

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EDUCATION

Georgia Institute of Technology, Atlanta, GA   Expected May 2026
Candidate for Bachelor of Science in Computer Science   GPA 4.00/4.00
Coursework: Data Structures and Algorithms, Objects and Design

PROJECTS

Project Bonbon, Programming and Music/SFX, Team (40+), Unity, C#   Aug. 2023 - Present
https://github.com/chrysly/project-bonbon
- Implementing dynamic & scalable gameplay systems using C# scripting through MonoBehaviours and ScriptableObjects to allow developers to more easily add to the project
- Designing optimized core game mechanics with data structures such as LinkedLists and Maps
- Producing and composing immersive & adaptive music using REAPER Digital Audio Workstation

2D Dungeon Crawler Game,   Sept. 2023 - Present
CS 2340 (Objects & Design), Team (5+), Version Control Lead/Producer
- Developing of a 2D Dungeon Crawler game by employing agile methodologies and adhering to software development lifecycle practices to facilitate good design practices
- Streamlining workflow by integrating Git/GitHub version control, facilitating collaborative development and code management to maintain a consistent log and source to work on

EXPERIENCE AND LEADERSHIP

Esports Club Officer, Kennesaw State University, Marietta, GA   Jan. 2023 – May 2023
- Attended to the requirements and preferences of club members while liaising with senior officers to ensure their needs were effectively met
- Facilitated and contributed to broadcasting activities by hosting/casting and assisting in production tasks
- Organized events in collaborative partnership with fellow officers to unite the student body

Internship at STEM Curation Initiative for The Gwinnett School of Mathematics, Science, and Technology, Lawrenceville, GA   Sept. 2021 – Apr. 2022
- Designed organized and concise rolling Google Slides for prominent figures in history for STEM fields to educate and engage the student body
- Reviewed the materials and deliverables of other people to improve shared designs for ease of communication
- Collaborated with team members to explore mediums for creative materials that matched design requirements to find alternative, approachable methods of conveying information

SKILLS

Programming: C#, Java, Python, Bash, C++ (Spring 2024)
Software: MS Visual Studio/Visual Studio Code, IntelliJ IDEA, Git/GitHub, Unity
Expertise: Software Development Lifecycle (SDLC) (Spring 2024), Unit Testing (Spring 2024)
Platforms: Windows, Linux
Clubs: VGDev (Game Development)