

## Ryan N. Tran

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### EDUCATION

#### Kennesaw State University

Atlanta, Georgia

B.S. in Computer Science

Expected Graduation, May 2026

- o **Concentrations:** Artificial Intelligence
- o **GPA:** 3.65/4.00, *Dean's List*
- o **Related Coursework:** Data Structures & Algorithms, Object-Oriented Programming, Software Engineering, Artificial Intelligence, Database Systems, Data Communication, Discrete Math, Linear Algebra
- o **Activities:** KSU Vietnamese Student Association

### SKILLS

**Programming:** Java, C#, Python, JavaScript, TypeScript, HTML, CSS, C++, Swift (iOS), SwiftUI, MySQL

**Tools:** IntelliJ, PyCharm, VSCode, XCode, Git, Docker, MySQL Workbench, Figma

### PROJECTS

#### Motional (Exercise Application)

Atlanta, Georgia

Creator/Developer

Oct 2023 – Dec 2023

- Developed Motional, an iOS fitness app, with Swift as the primary language for core logic & user-friendly interfaces/features.
- API integration using Alamofire, seamlessly connecting the app to the Exercises API by API-Ninjas to provide users with a comprehensive list of targeted exercises.
- Optimized user experience through the implementation of the Nuke library for efficient image loading and display, enhancing the visual appeal of the app.

#### Automated Restaurant Point of Sale System (POS)

Atlanta, Georgia

Creator/Developer

Jan 2024 – May 2024

- Developed a restaurant automation system using Java/JavaFX for the GUI, Docker and MySQL for the database, and Figma for UI/UX prototyping.
- Streamlined restaurant operations by enabling staff to coordinate activities efficiently, anticipate patron traffic, and analyze trends for better decision-making.
- Provided real-time insights for management through automated data collection and analysis, enhancing revenue optimization and operational efficiency.

#### Youtube Clone Website (HTML/CSS)

Atlanta, Georgia

Creator/Developer

April 2024 – April 2024

- Independently developed a YouTube clone using HTML/CSS, highlighting front-end proficiency and responsive design skills.
- Demonstrated problem-solving abilities in implementing features like video playback and optimizing performance.
- Received positive feedback for creativity and functionality, showcasing independent project management and presentation skills.

### EXPERIENCE

#### CodePath

San Francisco, California

IOS Development Student

Oct 2023 – Dec 2023

- Built applications from scratch using Apple's native IDE (Xcode) and Swift programming language.
- Successfully developed a personal custom app as part of the semester project.
- Created engaging user interfaces (UIs) with logic and cloud-based APIs, using libraries (Nuke), demonstrating creativity and problem-solving skills.

#### DreamChasers

Atlanta, Georgia

Sales Representative

Aug 2022 – Present

- Collaborated within team settings to strategize and construct vending stands within prominent stadiums, including Mercedes-Benz Stadium and Truist Park.
- Proficient in operating Point of Sale (POS) systems to facilitate smooth and efficient transactions for Fanatics, Inc.