

San Tran

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EDUCATION

California Polytechnic State University, San Luis Obispo

Bachelor of Science, **Software Engineering**

Double Minor in **Computer for Interactive Arts and Graphic Communication**

Graduation: **June 2026**

Relevant Course Work: Interactive Entertainment Engineering, Data Structures, Algorithms

EXPERIENCE

Software Engineer Intern

California State Bar | Remote

July 2024 - Current

- Utilized Drupal CMS and PHP to create 3 proof of concept ideas for the future website migration
- Developed 3 proof of concept ideas, including an improved search engine for PDFs, an AI Chatbot, and automated website banners
- Proposed different solutions to improve the current website and convenience, including AI chatbot, improved filtering system for documents, and an automated maintenance banner

Software Engineer

Ongawa | Remote

July 2024 - Current

- Created multiple frames for a high-fidelity frames for a prototype using based off of pencil sketches utilizing Figma, enhancing the visual design, leading to a 20% improvement in user engagement
- Created polished high-fidelity mockups that prioritized client needs for layout, responsiveness, atmosphere, scalability, and simplicity across vertical mobile, landscape mobile, desktop, and tablet
- Presented design ideas across multiple departments, from product managers to developers, while incorporating feedback without compromising user experience and usability

PROJECTS

Gamified Study Website | Rizzlet

January 2024 - June 2024

- Actively participated in development, spending approximately 6 hours each week building features in full-stack, contributing 20% to 25% of the overall workload
- Practiced agile software development, such as daily stand-ups and sprint planning, improving organization and completion time while documenting into a technical documentation
- Utilized CI/CD pipelines to automate workflows and verify code quality before
- Features created:** Form to submit questions, question overview based on class, leaderboard, pagination, profile page, animation, enemy selection, gain gold, update player score utilizing Typescript, Tailwind, Node.js, RESTful APIs, and MongoDB

SKILLS

Web Development: Python, Java, C, Assembly (RISC-V), Github, React, Node, MongoDB, JavaScript, CSS, Tailwind, TypeScript, Firebase, SQL, Kotlin, Drupal, PHP, HTML, Next

Game Development: C++, Unreal, Unity, Maya, Substance Painter

Design: Adobe Photoshop, Illustrator, InDesign, Figma, Miro