TuanAnh Tran (Anh)

⚲ Brisbane, QLD, Australia ✉ tranquangtuananh2801@gmail.com ▯ 0480355031 ▣ https://www.linkedin.com/in/anh-tran-7313631b3/

☁ https://sir-apple.github.io/

EXPERIENCE

APPLICATION DEVELOPER / Internship

Premier Ducts   **August 2021 – March 2022, Brisbane, QLD**

· Worked in the company's office with a small group of developers (three, including one senior developer). My responsibilities included designing and implementing the front-end and user experience of an internal application used by duct workers in the workshop. I also programmed several app features, including generating new stations using C#. Initially, the app was meant to be developed with Unity Engine and C#, but it was later switched to Xamarin.

· My primary responsibility was ensuring that the app met the requirements necessary for managing the duct workers, allowing them to track their work in each station more easily. The app is mainly used by workers on their company-provided phones.

· The skills, tools, and programming languages I utilized during this project included MySQL, front-end development, C#, Unity Engine, and Xamarin.

PROJECTS

Old Government House AR Simulator

Wicked Storytelling · February 2022 – November 2022

· Role: Game (or Simulator) Developer and Level Creator.

· In a group of four (three in the next stage as one member withdrew from the project) and implemented the simulator's features with another programming team member. Specifically, I fixed the user's virtual camera and created interactive radios, doors, and menus using C#. I was also responsible for creating the main menu.

· To create the level, I generated a Unity Scene based on the Old Government House and used ProBuild to achieve this. Additionally, I researched the historical objects that used to be in the Old Government House and their positions. Modelled 3D objects with Blender: chairs, tables, stairs, cabinets, and doors. Using Blender, I modelled 3D objects such as chairs, tables, stairs, cabinets, and doors. I also created condensed game design documents to clearly define the product's features, performance, interface, and user experience.

· Throughout the project, I collaborated with the development, design, and testing teams to ensure the product was completed to the highest quality.

Coding In The Park

Queensland University of Technology · February 2019 – November 2019

· Role: Web Front-end Developer.

· In a group of five and was responsible for designing and implementing the website's front end using HTML and CSS. I also contributed to the development of back-end interaction using MySQL and PHP. Additionally, I created a few games on the website using JavaScript, specifically puzzle games.

· To ensure that the product was clearly defined, I created product requirement documents outlining the product's features, performance, interface, and user experience.

· Throughout the project, I collaborated closely with the development, design, and testing teams to ensure the product was completed to the highest quality. I provided regular updates to the Scrum Master to maintain team efficiency.

EDUCATION

BACHELOR OF GAMES AND INTERACTION ENVIRONMENTS (Game Design)

Queensland University of Technology · Brisbane, QLD · 2022

BACHELOR OF INFORMATION TECHNOLOGY (Information Systems)

Minor in Web and App development, Data/ Business Analysis · Queensland University of Technology · Brisbane, QLD · 2019

SKILLS

– **Tools: Visual Studio, Git Unity Engine, Unreal Engine, Blender, Xamarin, Android Studio, Microsoft 365**
– **Game Design, Programming, Theory and Mechanics, Web and App development**
– **Data/ Business Analysis**
– **Database Management, Data Structures and Algorithm Modelling, Information Security**
– **Programming languages: C#, C++, (HTML), CSS, Java and JavaScript, MySQL**