

Adrian Tran

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Technical Skills

Languages / Frameworks: Python, C, C#, C++, Java, HTML5, CSS3, Bash, Javascript (Node.js, Vue.js), PSQ
Tools / Methodologies: Git, Agile, Unity Engine, ISE Design Suite, Atmel Studio, Amazon Web Services (AWS)

Experience

2Axion

Cerritos, CA

SOFTWARE ENGINEER INTERN

June 2018 - September 2018

- Spearheaded **development** and **design** decisions of a 3D mobile racing game using **Unity (C#)**.
- Worked with the artist team to create **custom sprites**, resulting in **4 unique racetracks** and **10+ model racing cars**.
- Collaborated with the in-house teams to deploy other **Unity** projects on platforms reaching **10,000+ users**.

Milton Security Group

Fullerton, CA

FULL STACK SOFTWARE ENGINEER INTERN

June 2014 - August 2014

- Implemented an iOS app to search for local **WiFi** and **Bluetooth** servers for the company product using **Swift**.
- Deployed **front** and **back-end** modifications on the **company website** using **PHP, HTML, and CSS**.
- Wrote a **sales checklist** for all representatives in the company, increasing sales conversion by **15%**.

Activities

Nikkei Student Union (NSU), Intercollegiate Nikkei Council

Riverside, CA

TREASURER

June 2016 - June 2017

- Managed the **financial** and **social** affairs of **12** Southern California NSU schools, totaling over **1,000 members**.
- Allocated budgets totaling **\$10,000+** for the year via **spreadsheets** and **biweekly meetings**.

UCR Highlander Newspaper

Riverside, CA

CONTRIBUTING WRITER

Sept. 2015 - June 2017

- Gathered information on **diverse subjects** to publish and proofread others' drafts.

Projects

Airplane Database Management System

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BASH AND PSQ (BACK-END), JAVA (FULL STACK)

Spring 2019

- Wrote **Bash** and **PSQ** scripts to create the DB on localhost. Programmed a query-able **UI** in **Java**.
- **Analyzed**, then **optimized** the performance of the DB by using **B+ tree indices**, speeding up functions **150%**.

Multiplayer Car Racing

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C#, UNITY ENGINE, MICROSOFT VISUAL STUDIO

Summer 2018

- Designed **UI/UX** features that allow users to choose among **2 modes**, **5 race tracks**, and **10 unique cars** using **C#**.
- Implemented **advanced racing features** including acceleration, collision, particle physics, and cameras.

YelPoll

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HTML5, CSS3, BOOTSTRAP, AND VUE.JS (FRONT-END), FIREBASE (BACK END), JAVASCRIPT (FULL STACK)

Winter 2018

- Built a **web app** that makes **RESTful calls** to model the Yelp's search engine using **Bootstrap** in a **team of 3**.
- Engineered a **real-time polling system** from user-selected establishments using **Firebase** to narrow choices.

SmartArm

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C, EE COMPONENTS, MIT APP INVENTOR

Spring 2018

- Implemented a **remote bomb receptor** and defuser with harmless components in **Atmel Studio** using **C**.
- Developed a **mobile app** using **MIT App Inventor** to communicate via the **HC-05 Bluetooth Module** and **USART**.

Education

University of California, Riverside

Riverside, California

B.S. IN COMPUTER ENGINEERING

2015 - 2019