Adrian **Tran**

PO Box 277, Brea, CA 92823

☐ (+1) 714-606-2269 | ✉ me@adriantran.dev | 🏠 www.adriantran.dev | adrianmoo2 | in adrian-h-tran

"Start where you are. Use what you have. Do what you can"

Technical Skills

Languages / Frameworks: Python, C, C#, and C++, Java, HTML5 and CSS3, Bash, Javascript (Node.js, Vue.js), PSQL

Tools / Methodologies: Git, Agile, Unity Engine, ISE Design Suite, Atmel Studio, Amazon Web Services (AWS)

Experience

2Axion Games
Cerritos, CA

GAME DEVELOPER 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

- Deployed **front** and **back-end** modifications using **PHP, HTML, and CSS** on the **company website** (3,000+ monthly visits)
- Implemented an iOS app to search for local **WiFi** and **Bluetooth** servers for the company product using **Swift**
- Wrote a **sales checklist** for all representatives in the company, increasing sales conversion by **15**%

Target, Chicken Charlie's, and Burger King
Brea, Costa Mesa, and Brea, CA

CREW TRAINER / MEMBER
June - September (2018, 2016, 2013)

- Took orders, manned the POS register, served food to customers, and **provided training** to new recruits
- Refined **soft skills** by interacting with **200+** customers **daily**

Projects

Airplane Database Management System </>

BASH AND PSQL (BACK-END), JAVA (FULL STACK)
Spring 2019

- Developed a functional Airplane DBMS, complete with relevant **.csv files** and **schemas**
- Wrote **Bash** and **PSQL** scripts to execute and populate the DB on localhost, query-able using a **UI** programmed in **Java**
- **Analyzed**, then **optimized** the performance of the DB by using **B+ tree indices**, speeding up queries and insertions by **150**%

Multiplayer Car Racing </>

C#, UNITY ENGINE, MICROSOFT VISUAL STUDIO
Summer 2018

- Designed **UI** and **UX** features that allow users to choose among **2 modes**, **5 race tracks**, and **10 unique cars**
- Implemented **advanced racing features** including acceleration, collision, particle physics, variable camera movement, and bots

YelPoll 🔗

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 the Yelp API 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 the selection process further

SmartArm </>

C, EE COMPONENTS, MIT APP INVENTOR
Spring 2018

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

Education

University of California, Riverside
Riverside, California

B.S. IN COMPUTER ENGINEERING
Expected: December 2019

- Favorite Classes: Natural Language Processing | Data Structures and Algorithms | Unix System Administration | Information Retrieval