Adrian Tran | Computer Engineer

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Education

University of California, Riverside

Bachelor's of Science in Computer Engineering

Riverside, California

Exp: Fall 2019

Troy High School

Technical Diploma in Computer Science

Fullerton, California

2015

Experience

2Axion Games

Cerritos, California

Game Development Intern

Summer 2018

- o Spearheaded development and design decisions of a mobile racing game programmed in Unity using C#
- o Provided user requirements analysis, design and programming support on platforms reaching 10,000+ users

The Highlander

Contributing Writer

Riverside, California

Fall 2015 - Spring 2017

o Gathered information on diverse subjects to complete articles and proofread drafts

Milton Security Group

Programing Intern

Fullerton, California

Summer 2014

- o Programmed front and back-end modifications on the company website using PHP, HTML, and CSS
- o Excelled in adopting a new language (Swift) to program an iOS app to search for local WiFi and Bluetooth

Target, Chicken Charlie's, and Burger King

Various, California

Crew Trainer / Member

Summer 2018, 2016, & 2015

o Assisted in responsibilities including stocking, cleaning, customer service, and training new recruits

Projects

Multiplayer Car Racing | Coded in C# with Unity Engine using Microsoft Visual Studio </>

- o Programmed and designed custom sprites, including 2 racetracks and 6 model racing cars
- o Implemented health, fuel, and collision systems to improve user intractability

Twitter JokeBot | Coded in Javascript using Node.js </>

- o A Twitter Bot set to Tweet select jokes on a 12 hour interval
- o Pulls from 3 REST API's using a personally developed npm module reaching 400+ monthly dowloads </>

Amazon Study Helper | Coded in Javascript with AWS </>

- o A voice interactive study helper programmed for use with Amazon's Echo and Echo Dot
- o Includes 4 subjects to quiz from as well as an exam functionality

Technical Skills

- Languages: Java, C/C#/C++, Python, Swift, Javascript, Verilog, Bash, HTML5, CSS3, JQuery
- o Frameworks: Bootstrap, Vue.js, Node.js
- Methodologies: Git, Agile, Kanban, SCRUM
- o Tools: AWS, Text Editors, HSpice, Synopsys CDesigner, Unity Engine, Android Studio, Xilinx