DAI THANG TRAN

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EDUCATION

Bachelor of Science in Computer Science　　　　　　　　　　**Expected Graduation 06/2024**
California State University, Los Angeles | Los Angeles, CA　　　　　　**GPA: 3.63/4.00**

EXPERIENCE

Digital Convert Research Assistance & Analysis Assistance
FPT Software | Ho Chi Minh, VN　　　　　　　　　　　　**Jul 2017 - Aug 2018**
• Research and understand digital transformation models in the communication phase and large-scale deployment worldwide.
• Develop solutions to address critical operational challenges, customer pain points, and sources of conflict.
• Consulting with Leaders on the model and implementation of Digital Transformation in the Human Transformation segment.
• Coordinating internal departments and member companies in assigned tasks.

Student Staff
Bookstore | El Camino College　　　　　　　　　　　　**Jul 2020 - June 2022**
- Provide customer service to students, faculty, staff and external customers. Meet customer needs, offer options, resolve problems and follows up with customers.
- Assist customers in locating merchandise, take special orders, answer questions. Monitor for shoplifting. Resolve customer complaints and processes merchandise returns, refunds or exchanges.
- In the absence of department manager, supervise student workers and/or Retail Associate Trainees. Assist department manager in training new staff.

LEADERSHIP EXPERIENCE

Secretary
Association for Computing Machinery (ACM)　　　　　　　　**Jun 2022 – Feb 2023**
- Help ACM by attending general meetings, workshops, and fundraising activities
- Maintain records/meeting minutes of ACM gatherings
- Send out weekly newsletters
- Mentor to Administrative Officer position
- Manage and plan out class presentations online and on-campus

PROJECT EXPERIENCE

ACM Chess Project- Java, Java AWT　　　　　　　　　　　**Sep 2022 – Dec 2022**
- Implemented movements of chess pieces
- Developed the AI patterns of the opponent in a game of chess through the use of Java methods
- Created a GUI that represents a game of chess, and preferences to change the board and game by using Java AWT.

ACM Tower Defense Game - Unity, C#　　　　　　　　　　**Sep 2022 – Dec 2022**
- Utilize scriptable objects and prefabs to create objects on the map.
- Learned how to integrate Unity functions to manipulate game objects.
- Developed the behavior/actions of non-player objects using C#.
- Utilized Unity to create a path for balloons to follow.
- Designed C# scripts for towers to target, attack, and receive upgrades.

TECHNICAL SKILLS

Languages:
C++, Java, SQL, Python
Soft skills:
Collaboration, Leadership, Multitasking, Problem solving, Time management
Developer Tools:
Git, GitHub, VS Code, IntelliJ, The MathWorks MATLAB, Tableau