**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