Brady Truong

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Professional Summary

Computer Science major undergrad with 8+ years of coding experience including Python, Java, C++, and HTML. Worked under the wing of a successful entrepreneur specializing in computer and Tech support. Has proven to be able to work well with others through clear communication and civil agreements.

Skills

- **Codding Languages:** Java, Python, C++, HTML, MATLAB
- **Software:** Unity, Solidworks, Blender
- **Languages:** English, Vietnamese, Spanish
- **Other:** Microsoft Office, Creative Cloud

Experience

Support Technician   *Mar 2021 - Aug 2021*

Advanced Plotting Devices - Garden Grove, California

- Implemented remote troubleshooting techniques to solve common software and hardware issues
- Educated customers on simple methods to solve common software and hardware issues
- Addressed and resolved routine user issues, and Oversaw daily performance of computer systems
- Answered user inquiries regarding computer software or hardware operation to resolve problems

Codding Mentor   *May 2022 - Aug 2022*

Dreams for school - Yorba Linda, CA

- Codding games with Scratch, Develop and integrate hands-on activities to increase cognitive function, motor skills, and tactile language learning experiences
- Implement a research-based curriculum to deliver lessons and progress monitoring assessments that supported students' academics
- Maintained, organized, and prepared daily reports for supervising instructors.

Education

Associate of Science - Computer Science   *Jun 2024*

Orange Coast College - Costa Mesa **GPA**: 3.8

- Member, OCC Computer Science Club, Esports Club.
- Relevant Courses: Intro to Java, C++ Programming 1, C++ Programming 2

Highschool Diploma   *Jun 2021*

La Quinta Highschool - Westminster **GPA**: 3.5

- Member, Cyber Patriot, Kiwanis, Esports Club
- Relevant Courses: AP Principle of Computer Science, Cyber Security 1, Cyber Security 2

Projects

Bullet Bill Bonanza   *September 2020*

- Created an endless bullet hell genre game with ramping difficulty and powerups to help players survive with an added feature of a boss mob once adequately progressed in the game.
- Implemented enemy pathing and player dodging within the game to control enemy tracking and player enjoyability
- Designed visuals and particle effects of the game using Microsoft Paint