ANDY TRAN

SOFTWARE ENGINEER

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EDUCATION

Schulich School of Engineering, University of Calgary

Expected May 2022

BS, Major in Software Engineering

Calgary, AB

Relevant Courses: Data Structures and Algorithms; Testing; Databases; Computer Networks;

Operating Systems; Software Architecture;

TECHNICAL SKILLS

Programming Languages: Java (Advanced), C/C++ (Advanced).
Web Development: HTML, CSS, JavaScript, Node.js, PHP, React.

Experienced with: Linux, MacOS, Windows, Git, SQL,

SOFT SKILLS

Strong ability to communicate complex ideas in easily understandable ways.

- Adaptable and willing to learn and grow with a positive mindset.
- Determined to solve problems and overcome challenges.
- Organized and able to manage time well.

SOFTWARE PROJECTS

UniversiTea Feb 2020 - Apr 2020

- Group project done with **Node.js**, **Vue.js**.
- Web application that lets students post confessions to forums and comment on posts.
- Worked with group members to design the application's architecture and database.
- Implements microservices, MVC, event sourcing, CQRS, and RESTful APIs.
- Worked on comments microservice, writing methods that follow REST API and CQRS.

Animal Rescue Sep 2019 - Dec 2019

- Group project for a database course written in **HTML**, **CSS**, **JavaScript**, **PHP**, **and SQL**.
- Full-stack development for a website made to manage all aspects of an animal shelter.
- Lead the team and helped group members get development environments set up and ensured members had tasks to do.
- Developed back-end of the website, connection to database, and some front-end.

JRPG-Style Game Nov 2019 - Nov 2019

- Dedicated a week to write a solo passion project in **Java.**
- Game inspired by the old Final Fantasy series; turn-based games.
- Extensive research on game-code standards to understand intricacies of game design.
- Gained experience with project development and the difficulties of how ideas come to life.