Anh Tran

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EDUCATION

University of Houston | Houston, TX   Aug. 2020 – May 2024
Computer Science, Bachelor's of Science   GPA: 3.4/4.0
- Dean's Freshman Excellence Award; Dean's List: Fall 2020, Fall 2021
- Society of Women Engineers (SWE): Active Member

SKILLS

Languages: TypeScript, JavaScript, Python, C++, C#, SQL, NoSQL
Frameworks & Libraries: React, Express.js, Node.js, Next.js, REST API, Tailwind, Jest, RabbitMQ
Databases & Tools: MongoDB, MySQL, PostgreSQL, Git, VS Code, Visual Studio, Unity, Docker, Jenkins

EXPERIENCE

Lead Software Engineer – *ETL Data Pipeline Manager Capstone* | Halliburton   Jan. – May 2024
Technologies: React, Express.js, TypeScript, Tailwind, MongoDB, MySQL, PostgreSQL, RabbitMQ, Jenkins, Git, Agile
- Directed a 5-member team, ensuring timely task assignments, code reviews, and Agile sprint planning to drive consistent project progress and quality.
- Engineered customizable job execution and scheduling across multiple data sources, enabling flexible ETL operation sequencing and significantly enhancing data pipeline efficiency.
- Developed containerized microservices, streamlining modular architecture with integrated scheduling, logging, and alerting features to improve operational monitoring and reliability.

Computer Science Tutor | University of Houston   Sep. 2022 – Dec. 2023
Technologies: Python, C++
- Conducted 1-on-1 and group tutoring sessions for 50+ students, covering foundational CS concepts and tailored problem-solving strategies.
- Developed a strong rapport with students, many of whom returned frequently, reflecting the supportive, engaging, and effective learning experience provided.

PROJECTS

Full-Stack Developer – *Fuel Quoting Portal*   Aug. – Dec. 2023
Technologies: Next.js, Express.js, TypeScript, Tailwind, MongoDB, Jest, Git, Waterfall
- Collaborated in a 2-member team, maintaining ongoing weekly meetings to review code, align on development goals, and address technical challenges.
- Developed core features like authentication, profile management, and history tracking, elevating UI/UX for a seamless user experience.

Lead Game Developer – *Survive Game*   Aug. – Dec. 2021
Technologies: Unity, C#, Git, Unity 3D Assets
- Led a cross-functional team of 5, managing coordination across UI, gameplay, and level design sub-teams to create an engaging, cohesive gameplay experience.
- Designed core mechanics, including player skills and enemy behaviors, using Unity and C# to ensure a challenging, immersive game environment.
- Built multiple game levels, incorporating visually compelling VFX and strategic enemy placements for a polished, playable demo.
- *Demo: youtu.be/Q9Z-05qVYfE?si=iqy_ot8zGaKYof7t*