

Anh Tran

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EDUCATION

University of Houston | Houston, TX
Computer Science, Bachelor's of Science

May 2024
GPA: 3.4 / 4

- Dean's list: Fall 20 and Fall 21.
- Active member of Society of Women Engineers (SWE).

TECHNICAL SKILLS

Languages: Python, C++, C#, Typescript, Javascript, SQL, NoSQL, Tailwind, CSS, HTML

Technologies: React, Node.js, Express.js, Next.js, REST API, MongoDB, MySQL, PostgreSQL, RabbitMQ, Docker, Jest, Cron, OpenTelemetry, Jenkins (CI/CD)

Tools: Visual Studio Code, Visual Studio, Git, Microsoft 365

EXPERIENCE

Halliburton

Spring 24

ETL Data Pipeline Manager Web App | Team Lead

- Led development of ETL process management, monitoring, and execution within 2-week sprints. Assigned tasks to team members per iteration with frequent code/sprint review meetings.
- Engineered containerized microservices to handle customizable ETL operations, including user-defined sequences termed as customizable jobs, scheduling functionalities, and logging all relevant events with alerts capabilities.
- Organized operations by data sources and destinations. Supported various data sources like delimited files, web APIs, and databases with automation capabilities based on predefined schedules.
- Technologies: MongoDB, MySQL, PostgreSQL, Express.js, React, Typescript, Tailwind, Jest, Git, RabbitMQ, Cron, Jenkins, Agile SDLC

PROJECTS

Fullstack Fuel Quote Website

Fall 23

- Collaborated and delegated the web development tasks among team members with recurring weekly meetings.
- Created a full-stack website enabling users to register accounts, request fuel quotes based on gallons, and access previous quote requests and personal information.
- Technologies: MongoDB, Express.js, Next.js, Typescript, Tailwind, Git, Waterfall SDLC

Action Side-Scrolling Game | Team Lead

Fall 21

- Demo: youtu.be/O9Z-05qVYfE?si=iqy_ot8zGaKYof7t
- Team lead: directed the game's development in Unity, coordinated ideas and tasks across three specialized sub-teams in UI, gameplay, and level designs within 3-week sprints.
- Gameplay designer: developed game mechanics, including player skill kits and enemy behaviors.
- Level designer: crafted game levels, character designs and detailed VFX combinations, and managed strategic enemy placements.
- Technologies: Unity, C#, Git, Unity 3D Polygon and VFX Assets