

Christopher Tran

<https://christophertran.vercel.app/> | ctrandev@outlook.com | Lincoln, CA

EDUCATION

B.S in Computer Engineering at University of California, Davis, graduated June 2024

Relevant coursework: Data Structures and Algorithms, Software Development & Object-Oriented Programming, Discrete Mathematics, Programming and Problem Solving, Web Programming, Algorithm Design and Analysis, Operating Systems, Computer Networks

SKILLS

Languages: CSS, HTML, JavaScript, C++, C, C#, SQL, LINQ, Python, MATLAB, XAML, TypeScript

Technologies: Express, React, Node.js, Material-UI, .NET Core, Identity, Next.js, TailwindUI, Bootstrap, Chakra, WPF, Blazor, Firebase, JUCE, Google Cloud Platform (GCP)

Tools: Heroku, Netlify, Adobe Photoshop, Github, Git, VS Code, Jira, Bitbucket, Visual Studio, Azure DevOps, Vercel, Firestore, Cloud Functions, Cloud Storage, Cypress, Playwright

EXPERIENCE

Software Engineer at State of California, OLC (June 2024 - Present)

- Currently playing a key role in converting a customer-facing Microsoft Silverlight application to WPF using the MVVM design pattern to enhance user experience and architecture
- Provide technical production support, troubleshoot and resolve software/hardware issues for mission-critical systems.
- Collaborate with cross-functional teams to ensure accuracy, quality, and timely delivery of technical work.
- Develop and maintain complex .NET web applications to support legislative business functions.

Software Engineer at Aria Communications (November 2021 - June 2024)

- Created a .NET Core web API project that utilized the Identity authentication API to verify user credentials and return relevant data. Conducted extensive testing using a REST client to ensure successful implementation.
 - Led project to modernize legacy customer interface by migrating from Visual Basic to a .NET ecosystem, leveraging Razor Pages and MVC architecture with C#, resulting in improved performance and maintainability
 - Integrated the Stripe API to streamline payment processing, ensuring a seamless and secure transaction experience
 - Collaborated within an Agile sprint to identify bugs and deploy fixes, successfully meeting the target deadline for a webpage revamp aimed at improving Google search performance
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PROJECTS

Lead Software Engineer, GrainFreeze (Dec 2024 - Present)

- Developed using Next.js and Tailwind UI, aligning with team's Figma designs for a smooth user experience
- Integrated Firebase for authentication and Firestore for managing user accounts and data.
- Implemented automated end-to-end testing using Cypress to validate core functionalities, reducing manual testing
- Developed a Next.js & Firebase intranet for user, license, and product management
- Managed product licensing workflows and tracked user entitlements.