Christopher Tran

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EXPERIENCE

Software Engineer *at State of California, OLC (June 2024 - Present)*
- Accelerated a critical modernization project by implementing multithreading during the migration from Silverlight to WPF, delivering a key sprint two months ahead of schedule.
- Enhanced application performance by over 50%, earning positive feedback directly from customers on the system's improved speed and responsiveness.
- Re-architected core components to a modern MVVM design pattern, eliminating a class of recurring stability bug**s** and creating a more maintainable, modular codebase.
- Ensured 99.9% uptime for mission-critical legislative systems by resolving production issues and creating new documentation for the support team.

Software Engineer *at Aria Communications (November 2021 - June 2024)*
- Led the full-stack modernization of a legacy customer application, migrating it from Visual Basic to a .NET MVC architecture, which boosted average page load speed by 40% and cut deployment time for new features in half.
- Spearheaded a targeted webpage revamp that propelled our site from the second page to the top 3 results on Google for key search terms, directly leading to a significant and measurable increase in user traffic.

PROJECTS

Founder, *GrainFreeze (December 2024 - June 2025)*
- Led the development of the full-stack web platform for GrainFreeze, a granular synthesis audio plugin, utilizing Next.js, Firebase, and Stripe to handle all user accounts, e-commerce, and product licensing.
- Bridged the web platform and the C++ desktop application by implementing Google Sign-In directly within the JUCE plugin, enabling seamless user authentication across web and native clients.
- Architected the automated sales and license-key fulfillment pipeline, using Stripe for payment processing and Cloud Functions to securely generate and deliver product licenses upon purchase.
- Implemented an end-to-end testing suite with Playwright, automating validation of the entire user journey from signup to payment, which reduced manual regression testing time by over 90%.

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, Github, Git, VS Code, Jira, Bitbucket, Visual Studio, Azure DevOps, Vercel, Firestore, Cloud Functions, Cloud Storage, Cypress, Playwright

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EDUCATION

Bachelor of Science in Computer Engineering at University of California, Davis, graduated June 2024