## **Danny Tran**

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## **Experience**

#### **Matrix Group International**

Arlington, VA March 2016 - Ongoing

#### **Branch Technical Services**

Vienna, VA October 2015 - January 2015

# U.S. Committee for Refugees and Immigrants

Arlington, VA January 2015 - October 2015

#### Mason Game & Technology Institute

Fairfax, VA July 2014 - April 2017

#### **Department of Energy**

Washington DC December 2012 - July 2014

#### **Young Consulting Services**

McLean, VA May 2013 - September 2013

### **Education**

#### Front End Developer

Developed websites for clients using HTML, CSS, JavaScript, PHP, Wordpress, Sitefinity, Gulp, SCSS, Webpack, to build front end of large sites for trade associations and professional society associations.

#### Commercial Web Developer

Developed websites for clients using HTML, CSS, JavaScript, and Wordpress. Assisted in debugging iOS app written in Objective-C. Created and animated SVGs on a webpage using CSS.

#### Web Developer Intern

Developing a SharePoint intranet site for employees across six locations. Site is used by employees to fetch documents, access specific department team sites, and get employement information. Using SharePoint, SharePoint Designer, Photoshop, and Brackets. Also assisted in tech set-up around the office and at the USCRI National Network Conference 2015. Tech set-up includes projectors, slide-show presentations, speakers, microphones, laptops, and printers.

#### **Lead Instructor**

Teaching Introduction to Game Design. Classes are for ages 9-13 and 14-18 and take place at George Mason University campuses. Topics include ludology, Gamestar Mechanic, Construct 2, Unity 3D, Photoshop, and 3D Studio Max.

#### 2D Artist Intern

Created menus, icons, and interface assets on mobile game called Terrachanics. Worked in a team to create overall art style and feel.

#### Programmer

Main programmer for a game prototype on PC. Created prototype using Unity, coded in JavaScript.

#### **George Mason University**

Bachelor of Fine Arts in Computer Game Design Graduated May 2013, GPA 3.64.

## **Skills**

SCSS Maya III Gulp/ Webpack Unity3D In	hotoshop lustrator Design	<b>Other</b> Word Excel PowerPoint Handbrake
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