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Danny Tran

About

I am seeking a career in technology where I can meet new people and learn new skills which will expand my talents. Lately I've been gaining a lot of exprience learning about different frameworks such as Bootstrap and Materialize.

Experience

USCRI *Crystal City, VA*
WEB DEVELOPER INTERN :: January 2015 - Ongoing
›› Using HTML/CSS to develop a SharePoint site for US Commitee for Refugees and Immgrants
›› Developing the organization's intranet site for employees across six locations across the US
›› Creating site in a Microsoft SharePoint environment
›› Learning SharePoint Branding and web development

Mason Game & Technology Institute *Fairfax, VA*
LEAD INSTRUCTOR :: July 2014 - Ongoing
›› Teaching Intro to Game Design at George Mason University

Department of Energy *Washington DC*
2D ARTIST INTERN :: December 2012 - July 2014
›› Created menus, icons, and interface on mobile game
›› Worked in a team to create the overall art style and feel
›› Terrachanics can be found at the Google Play Store on Android devices http://goo.gl/wha4gv

Young Consulting Services *McLean, VA*
PROGRAMMER :: May 2013 - September 2013
›› Created game prototype using Unity and JavaScript

Accept Credit Cards *Alexandria, VA*
ASSISTANT :: October 2006 - January 2013
›› Revised and maintained customer database
›› Managed printing, payments, and shipping of bulk mail
›› Cold called potential customers

Education

George Mason University *Fairfax, VA*
BACHELOR OF FINE ARTS :: Graduated - May 2013
›› Major: Computer Game Design
›› GPA: 3.64

Skills

EDITING	3D SOFTWARE	OTHER
Photoshop	3D Studio Max	Office
Illustrator	Maya	Excel
InDesign	Unity3D	PowerPoint
Dreamweaver	Unreal Development Kit	SharePoint
AfterEffects		HTML/CSS
Final Cut Pro		JavaScript