

TONI TRAN

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PROFILE

A user experience-focused software engineer with a fundamental understanding of interface design trends and principles, as well as user intuitive impressions and interactions with software products. Collaborative team player with proficient communication, problem analysis, and project management skills. Seeking product-focused Software Engineering co-op starting summer/fall 2018.

EDUCATION & LANGUAGES

B.S Software Engineering, Rochester Institute of Technology, GPA: 3.8/4.0, May 2021

Languages: English and Vietnamese

RELEVANT EXPERIENCE

Personal Website (www.tonitran.com)

Dec 2017 - Jan 2018

Publishing my personal website for professional contact

- Designed the website interface using Adobe XD. Built from scratch with HTML, CSS and Bootstrap for responsive design on several devices. Purchased my very first custom domain and published the website via Cyberduck file management application.

Results:

- Gained valuable in-depth knowledge of HTML, CSS and Bootstrap
- Mastered Adobe XD, an incredible tool for sketching out application interfaces
- Learned fundamental interface design and user experience principles for websites

Tools: HTML, CSS, Bootstrap, Adobe XD, Cyberduck

Web Checkers

Sep 2017 - Dec 2017

Created a web-based American Checkers game. Worked on a team of 5.

- Gathered requirements from system description and project manager. Designed the domain model and UML class structure. Implemented application functionalities and user interface with further enhancement features added after the Minimum Viable Product was finished. Code review, code coverage, code metrics and pull requests were frequently performed demonstrating the team's commitment to quality. Updated design documentation on a regular basis, and delivered final presentation of the product for critique.

Results:

- Avoided procrastination through habitual project progress estimation and evaluation with the team
- Mastered several new technologies and frameworks used in the Software Engineering industry
- Gained proficiency in incremental development through 5 sprints of the Agile/OpenUP process

Tools: Java, IntelliJ IDE, Maven, Apache Spark, HTML, JavaScript, Ajax, Agile, Trello, Slack, GitHub

Wheel of Fortune Game (Personal Project)

Sep 2017 - Oct 2017

Simulated TV's Wheel of Fortune game.

- Planned out the design within a week, and developed the game simulation using Java. Implemented a locally-hosted MySQL database to store all of the puzzles, and connected the Java files to the database to withdraw random puzzles for respective gameplays. Updated the game with some new useful features after finishing Minimum Viable Product.

Results:

- Gained valuable knowledge and experience with MySQL syntax, library, and implementations
- Practiced programming incrementally, feature-by-feature over time, instead of rushing to finish everything all at once
- Increased comfort with planning out the design and solution before moving to implementation
- Published publicly my very first personal project on GitHub

Tools: Java, IntelliJ IDE, Connector/J library, MySQL, GitHub

PROFESSIONAL EXPERIENCE

Food Service Worker, RIT Dining Shumway Commons

Jan 2017 - May 2017

Public Relations Coordinator, RIT Vietnamese Student Association

Sep 2017 - Present