Emily C. Tran

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EDUCATION

California State Polytechnic University, Pomona
Bachelor of Science in Computer Science, Minor in Data Science
Expected Graduation: May 2026 | GPA: 3.69

Honors: President's List –Spring 2023; Dean's List – Fall 2022, Spring 2023, Spring 2024, Fall 2024
Awards: Award of Merit & Excellence in Visual Art – National PTA Reflections, 2020-2021

Relevant Coursework: Data Structures, Systems Programming, Computer Architecture, Design and Analysis of Algorithms, Machine Learning, Game Development, Artificial Intelligence (in progress), Operating Systems (in progress), Software Engineering (in progress)

SKILLS

Programming: C#, Java, Python, JavaScript, Assembly, HTML/CSS
Game Development: Unity, Pygame, Game AI
Creative Tools: Aseprite, MediBang, Pixel Art, 2D Animation
Other Tools: GitHub, VS Code, Eclipse, Jupyter, MS Office
Languages: English (fluent), Vietnamese (basic)

PROJECTS

Booping Beep – 2D endless runner (Spring Game Jam, March 2025)
- Developed a 2D endless runner in 75 hours with a small team.
- Created and animated pixel art assets; integrated animations into Unity.
- Assisted with bug fixes and gameplay interactions.
- *Project playable through portfolio website.*

The Adventure of Hammy – 2D Narrative Adventure (In Progress, 2025–Present)
- Independently developing a 2D narrative adventure exploring long-distance relationships.
- Implemented core gameplay systems in Unity, including player movement, directional attacks, and health/stamina/healing mechanics.
- Created and integrated sprites and UI animations.
- Additional mechanics, levels, UI, and assets in development.

Fitch – 2D Metroidvania (In Progress, 2024–Present)
- Independently developing a 2D Metroidvania game using Unity.
- Created the main character sprite and implemented basic animations using Aseprite.
- Built initial prototypes to test player movement and different art styles.
- Additional character design and animations in development.

EXPERIENCE

Virtual Reality (VR) Lab – Cal Poly Pomona (Spring 2025)
- Co-developed a VR zombie survival game (Sntruggled) with Unity.
- Implemented player movement using XR tools; integrated enemy animations, AI, and 3D audio.
- Gained hands-on experience with VR hardware and participated in development workshops.
- Presented the project in a live showcase to an open audience.
- *Demo video available through portfolio website.*

Research Experience for Undergraduates (REU) in Applied Computational Robotics – Texas A&M University (Summer 2024)
- Researched autonomous vehicle rendezvous; implemented A* and D* Lite pathfinding in Pygame.
- Independently developed and presented research findings under mentorship.