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 & AR/VR Development: Unity, XR Interaction Toolkit, 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 four-person team.
- Designed and animated original pixel art assets; integrated animations into Unity.
- Assisted with debugging and refining player interaction systems.
- *Project playable through portfolio website.*

FUNK VS FRIGHT – 2.5D rhythm game (Halloween Horror Game Jam, October 2025)
- Built a 2.5D rhythm game in Unity during a 10-day game jam with a four-person team.
- Created and animated character and HUD art; implemented animations within Unity.
- Expanded gameplay features and resolved software bugs through iterative testing.
- *Project playable through portfolio website.*

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

EXPERIENCE

Virtual Reality (VR) Lab – Cal Poly Pomona (Spring 2025)
- Collaborated on the development of a VR zombie survival game (*Sntruggled*) using Unity and C#.
- Implemented player interaction systems with XR tools; integrated enemy AI and 3D audio.
- Applied VR hardware and development tools in an experimental lab setting.
- Presented *Sntruggled* during a live campus showcase open to students and faculty.
- *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 algorithms using Pygame simulations.
- Implemented A* and D* Lite pathfinding to analyze efficiency across varying map conditions.
- Collaborated with fellow researchers to exchange technical insights and present findings.
- Independently developed and delivered a final research presentation under faculty mentorship.