

Brian Tran

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Education

THE UNIVERSITY OF TEXAS AT DALLAS , Richardson, TX	Fall 2020 – Spring 2024
Bachelors of Science in Computer Science	GPA: 3.96/4.0

Technical Skills

Programming Languages: Java, JavaScript, C++, C#
Web Development: HTML, CSS, React, Express.js, Electron.js
Version Control: Git

Projects

Bookstore System	July 2022
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- A Bookstore System that allows users to buy and return books

Skills Used: **Java, Git**

Sogeti Green x Game Jam	June 2022
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- Participated in a 48-hour game jam with a team of 5 members to create a video game that promotes protecting the environment
- Won in the **Best Sustainable Code** category with a prize of €2500

Skills Used: **C#, Unity Game Engine**

Dashboard Desktop Application	May 2022 – June 2022
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- Built a multi-purpose application that allows users to launch desktop apps from the dashboard and includes a to-do-list to improve productivity

Skills Used: **ReactJS, ElectronJS, Express.js, MongoDB, CSS, JavaScript, Git**

Ticket Reservation System , Computer Science II	Fall 2020
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- A Ticket Reservation System that allows users to reserve movie theater seats
- Designed an algorithm to recommend the best available seats to user if desired seats are not available
- Implemented a multi-directional linked list

Skills Used: **C++**

Activities

Society of Asian Scientists and Engineers (UTD), Webmaster Chair	Fall 2021 – Present
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Honors

2021 Spring & 2021 Fall Deans List