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

Portfolio Site, https://btbrian.netlify.app/

August 2022 – September 2022

• Built a portfolio site to showcase my skills and favorite projects using ReactJS

Skills Used: ReactJS, CSS, JavaScript, Git, HTML

Sogeti Green x Game Jam

June 2022

- 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

• 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

- 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

Honors

2021 Spring & 2021 Fall & 2022 Spring Deans List