KHANG TRAN
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OBJECTIVE
Actively pursuing a career in game design by learning about programming, quality assurance, and systems design.

EDUCATION
University of California, Irvine   *Expected Graduation: June 2016*
B.S. in Informatics, Minor in Information and Computer Sciences   *Cumulative GPA: 3.76*
- Deans Honor List: Fall 2012 – Spring 2015
- UCI SAGE (Student Achievement Guided by Experience) Scholars Program

TECHNICAL EXPERIENCE
Girls Make Games, *Team Mochi Cat*   *San Francisco, CA*
Camp Counselor   *June 2015 – July 2015*
- Helped plan, design, and organize *Feral*, a 2D top-down RPG made with Stencyl in Java
- Made top 5 out of 38 games developed by 19 camps and reviewed by industry professionals
- Guided a team of 4 girls through game development and basic programming
- Collaborated with professional guest artists and musicians to improve core game features

Video Game Developers Club, *"Project Blood"*   *Irvine, CA*
Project Lead   *October 2014 – February 2015*
- 2D top-down stealth/action game made with Unity3D in C# for Fall Quarter 2014 project pitches
- Managed 14-member development team including programmers, designers, and artists
- Designed and documented core gameplay mechanics, level designs, and aesthetic style
- Coordinated and archived weekly team meetings using Google Drive

UCI Winter 2015 GameJam, *"Broken Beatz"*   *Irvine, CA*
Programmer   *January 2015*
- 2D competitive rhythm game made with Unity2D in C# for an intensive 48 hour competition
- Collaborated with a five-member team from a variety of disciplines and grade levels
- Worked with three programmers to implement the game's input manager, text file reader and GUI

Global Game Jam 2015, *"The Adventures of Phil"*   *Irvine, CA*
Programmer   *January 2015*
- 2D top-down space shooter made with Unity2D in C# an intensive 48 hour competition
- Designed and programmed levels, upgrades, and enemies with a four-member team
- Collaborated and playtested with teammates to effectively resolve programming errors

RELEVANT COURSEWORK
- Programming in C/C+ +
- Data Structure Implementation & Analysis
- Intro to Software Engineering
- Requirements Analysis and Engineering
- Programming in Java
- Software Design I
- User Interaction Software
- Project in HCI & User Interfaces

SKILLS
Computer Languages: Proficient with C+ +, general knowledge of Python, Java, and C#
Computer Software: Proficient with Microsoft Office Suite, general knowledge of Adobe Photoshop and GitHub
Languages: Can speak conversational Vietnamese