An Tran

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EDUCATION

Connecticut College   **New London, CT**
B.A. in Computer Science   *Expected Graduation, December 2024*
- o **Minor:** Mathematics
- o **Major GPA:** 4.0 /4.0
- o **Awards and Honors:** Dean's Scholarship, Dean's High Honors, Sophomore Computer Science Award
- o **Relevant Coursework:** Data Structures, Algorithms, Software Engineering, Web Development, Data Science, Abstract Algebra, Linear Algebra

SKILLS

- **Programming:** Java, Python, HTML/CSS, JavaScript, C#, SQL
- **Frameworks:** Node.js, ExpressJS, Bootstrap, React.js, AngularJS
- **Tools:** Git, Agile, IntelliJ, Unity, Jupyter Notebooks, Spring Boot,

EXPERIENCE

FPT Information Systems
Software Engineer Intern   *Jul 2023 – Sep 2023*
- Collaborated with the team on developing and maintaining a web application that allowed clients to manage and monitor their automation agents using AngularJS, Spring Boot, and PostgreSQL
- Developed front-end features and improved UX for the web application using Angular framework, improving workflow for over 3000 global customers
- Utilized Git/Gitlab for version control and collaboration, contributing to the development life cycle

Adventist Community Service Center
Web Developer   *Oct 2023 – Dec 2023*
- Worked closely with product managers to gather requirements and feedback in an Agile environment
- Designed and built a responsive website using HTML, CSS and Express.js
- Implemented Airtable and REST APIs for efficient data storage, validation and retrieval

PROJECTS

Time Travel Maze Game (Unity, C#)
Script Developer   *2023*
- Led a 3-person team to build a multiplayer maze game with powerups, obstacles, instructions scene, and background story using Unity and C#
- Incorporated particle effects, physics engines, sound design and logic scripts to enhance gameplay

Social Network Platform (Java)
Lead Developer   *2022*
- Built an object-oriented CLI program in Java that models a social network with user profiles, friends, posts, events and real-time updates
- Developed classes and methods implementing Arrays and Queues data structures for optimal data storage and retrieval

Baccarat Game (Python)
Developer   *2021*
- Created a game platform that has a simulated Baccarat Game in Python using Graphical User Interface

Random Movie Generator Website (HTML/CSS, JavaScript)
Web Developer   *2020*
- Built a responsive website implementing HTML, JavaScript and CSS that allows users to generate a randomized movie, with categories filter using TMDB API