

# An Tran

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## EDUCATION

### Connecticut College

B.A. in Computer Science

New London, CT

Expected Graduation, Dec 2024

- **Minor:** Mathematics
- **GPA:** 3.86/4.00,
- **Awards and Honors:** Dean's Scholarship, Dean's High Honors, Sophomore Computer Science Award
- **Relevant Coursework:** Data Structures, Algorithms, Software Engineering, Web Development, Data Science, Abstract Algebra, Linear Algebra

## SKILLS

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

## EXPERIENCE

### FPT Information Systems

Software Development Engineering Intern

Jul 2023 – Sep 2023

- Collaborated with the team on developing and maintaining a web application that allowed clients to manage and monitor their agents
- Developed front-end features and improved UX for the web application using Angular framework, improving workflow for over 3000 global customers
- Gained exposure to Java Spring Boot and PostgreSQL database
- 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 the client to gather requirements and feedbacks 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

- Collaborated in 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

[Website](#)

### Social Network Platform (Java)

Lead Developer

2022

- Built an object-oriented program in Java that models a social network with user profiles, friends, posts, events and real-time updates
- Developed classes and methods implementing different 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

[Link](#)

### Random Movie Generator Website

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

<http://bit.ly/RandomMovieGenerator>