KENNETH TRAN

Germantown, MD
Kennytran95@gmail.com
301-965-6564
kennytran.me
linkedin.com/in/kennytran95

SKILLSET

Technical

- Java (3+ years)
- Python (1+ years)
- Ruby (1+ years)
- C (1+ years)
- C++ (1+ years)
- HTML (1+ years)
- CSS (1+ years)
- Javascript (1+ years)
- PHP (1+ years)
- MySQL (1+ years)

Software

- Adobe Photoshop
- Adobe InDesign
- Adobe Premiere Pro
- Adobe Flash

Languages

- English
- Chaozhou Chinese

EDUCATION

Bachelor of Science - Computer Science
2015 - 2018

University of Maryland, College Park
Graduating in June 2018

Relevant Coursework:

- Object-Oriented Programming - CMSC131
- Introduction to Data Structures - CMSC132
- Introduction to Computer Systems - CMSC216
- Discrete Structures - CMSC250
- Algorithms - CMSC351
- Introduction to Advanced Javascript - CMSC389J
- Introduction to PHP, MySQL, and Apache - CMSC389P
- Advanced Discrete Structures - CMSC389T

WORK EXPERIENCE

IT Intern
JULY 2014 - AUGUST 2015

RMF Engineering Inc.

- Assembled, installed, troubleshooted, and deployed performance computers for engineers equipped with specific hardware components including hard drives, CPUs, and graphics cards along with software such as operating systems, drivers, and software
- Demonstrated leadership, communication, and collaboration abilities by organizing and leading several team meetings with other interns to progress team direction and ensure deadlines are met
- Actively interacted with clients daily to quickly and efficiently schedule meetings, provide hardware solutions, and perform computer troubleshooting procedures
- Provided excellent technical client service needs and met strenuous project deadlines

PROJECTS

ScheduleMe
Bitcamp 2016 - University of Maryland, College Park

- Developed front-end design for Android scheduling app
- Designed user interface and basic functionality using Java
- Implemented front-end features and integrated with back-end design using MySQL and DropBox
- Utilized widgets, blueprints, and emulators in Android development environment to add additional features to app functionality and design

Star Wars Oculus Rift Simulator
Bitcamp 2015 - University of Maryland, College Park

- Collaborated with team members to create a VR Star Wars simulator using Unreal Engine5 and hardware including the Oculus Rift and Nintendo Wii Remote
- Designed and implemented game engine interactions to function within virtual reality using C++
- Implemented Wii Remote bluetooth capabilities to connect to hardware and UE5
- Utilized blueprints and scripts to create basic animation features that were critical to creating a dynamic and immersive experience