






# KENNETH TRAN

## SOFTWARE DEVELOPER

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## SKILLSET

### Technical

- Java (3+ years)
- Python (2+ years)
- Ruby (1+ years)
- C (1+ years)
- C++ (1+ years)

### Software

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

### Languages

- English
- Chaozhou Chinese

## EDUCATION

### Bachelor of Science - Computer Science

University of Maryland, College Park

Graduating in June 2018

2015 - 2018

### Bachelor of Science - Computer Science

University of Maryland, Baltimore County

2013 - 2015

#### Relevant Coursework:

- Object-Oriented Programming - CMSC131
- Introduction to Data Structures - CMSC132
- Introduction to Computer Systems - CMSC216
- Discrete Structures - CMSC250
- Algorithms - CMSC351

## WORK EXPERIENCE

### IT Intern

JULY 2014 - AUGUST 2015

RMF Engineering Inc.

- Assembled, troubleshooted, installed, and deployed computer hardware including hard drives, CPUs, and graphics cards along with software including OS applications, drivers, updates, and data files
- Utilized communication skills by sharing programming ideas and unique concepts with the IT team to further advance company direction
- Actively interacted with clients on a daily basis to quickly and efficiently perform troubleshooting procedures
- Provided top notch customer service and met strenuous deadlines
- Ultimately gained valuable experience in the professional work environment including responsibilities, organization, time-efficiency, and maintaining healthy relationships with coworkers and mentors

## PROJECTS

### ScheduleMe

Bitcamp 2016 - University of Maryland, College Park

- Explored Android development for the first time and contributed to the front-end development of a schedule-making app that allowed the collaboration of different student schedules
- Designed user interface and basic functionality in an Android environment
- Implemented front-end features of app to be integrated with back-end functions
- Dabbled with back-end development in MySQL to learn how to integrate app

### Star Wars Oculus Rift Simulator

Bitcamp 2015 - University of Maryland, College Park

- Worked in a team of three that utilized the integration of a virtual reality headset, Oculus Rift, a Nintendo Wii Remote, and the Unity5 game engine to create a virtual reality Star Wars simulator game in 36 hours
- Designed and implemented game engine interactions to function within virtual reality
- Utilized blueprints and basic animation features useful to creating a dynamic and immersive experience