Jordan Tran

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Summary

- Computer Science Student (3rd year) informed in **Object Oriented Programming** and **Test Driven Development** for **efficient** production of code
- Approach to collaborative work is a team-first mindset
- Ability to apply self constraint and be disciplined for a goal
- Capacity to manage cognitive biases to be open minded

Education

Honours Bachelor of Science in Computer Science, York University, Toronto Expected Oct 2027

Relevant Projects

Website Portfolio (includes demo videos of projects)

- Developed navigation bar and footer with **code reusability** in mind via **custom elements**
- Utilized **Bootstrap Grid System** to create **5 responsive** pages at different screen sizes via **30+ breakpoints** and **column sizes**
- Applied **Javascript** and **CSS** to create responsive behavior such as detecting user scroll height to switch between transparent and solid white background of navigation bar
- Built contact page to provide 5 fields with input validation feedback to user with styling from **Bootstrap**

Bank Mobile App

- Implemented **3 model classes** in **Java** using **Object Oriented Programming** which relied on the foundation of **test driven development** for **efficient** production
- Operated with **Android Studio** to design and implement the GUI ranging from **10+ components** such as buttons, drop down menus, and input fields
- Created a controller class to facilitate model and view interaction through attaching control methods to GUI components and invoking relevant model methods to display results
- Incorporated **5 services** such as account creation, deposit, withdraw, transfer, print statement
- Integrated input validation feedback by providing the **most relevant error** out of **10+ error cases** through a priority chain

Video Game

- Built in **Python** using **Object Oriented Programming** to help facilitate vehicle data through classes
- Utilized **PyGame library** to create and display **7 vehicles**, progress bar, and to simulate the experience of driving on the GUI
- Developed **4 game termination scenarios** which involved collision detection with user and bot vehicles, overstepping upper and lower window boundaries, and victory
- Implemented dynamic creations of **6 bot vehicles** and unpredictable bot **vehicle pathing** to encourage user collision in order to create an **appropriately challenged experience**

Technical Skills

Languages: Java, Python, C, HTML, CSS, Javascript, Bash, RISC-V

Other: Android Studio, Bootstrap, Linux, PyGame Library, GitHub

Awards

Computer Studies Award (Python), Tommy Douglas Secondary School, Vaughan, ON 2019