Kati Tran

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EDUCATION

University of California - Irvine,   Sep 2017 – Jun 2021 | Irvine, CA
Bachelor of Science in Software Engineering

TECHNICAL SKILLS

Languages: Python, JavaScript, HTML, CSS, C#, SQL, Java, Typescript, Swift
Technologies: NodeJS, ASP.Net, Firebase, Angular, Ionic

WORK EXPERIENCE

Fugu Corporation, Full-Stack Software Developer   Jan 2021 – present | Irvine, CA
- Developing with ASP.NET/C#, HTML, and JavaScript using MS Visual Studio and MS SQL to build E-learning web applications and deploying code to multiple production servers accessed by over 400,000 users per day.
- Responsible for creating and maintaining hundreds of CRUD stored procedures, transitioning business logic using standard ADO to organized DTOs, tiered architecture, and the repository pattern.
- Error-checking, rewriting, and refactoring code up to a decade in age to ensure software is up to date, speeding up load times and preventing volatile bugs.
- Programming dozens of custom tool managers for both clients and in-house employees and improving business performance with the creation of various administrator pages.

Paciolan, Mobile Software Engineer Intern   Oct 2020 – Mar 2021 | Irvine, CA
- iOS developer and designer for a celebrity interaction app, Fan360, using Swift programming language, SwiftUI library, and Google Firebase.
- Conceptualized the user interface using wireframes and high-fidelity prototypes via Sketch and iterated by collecting consumer feedback.
- Implemented a live chatting system and dynamic/responsive pages by communicating with Cloud Firestore.
- Coordinated weekly with clients to discuss the design process, development process, and requirements engineering documents with roadmaps and SCRUM planning.

Hughes Media & Design Lab, Student Game Developer   Oct 2020 – Dec 2020 | Irvine, CA
- Used C# and the Unity3D to develop new features and fine-tune the quality of code for Patient Zero, a VR Bio-Educational game teaching lab techniques and basic biology concepts.
- Collaborated with a team of thirty scientists, designers, artists, and programmers.

PROJECTS

Sleep Tracker, A Progressive Web Application
- Developed and designed functionality using Ionic, NodeJS, Typescript, Angular, and HTML/CSS to allow users to record and track their nightly sleep, locally storing the information using Capacitor storage.
- Implemented various animations, gesture controls, and error prevention features to ensure usability standards were met following good principles of mobile design.

AWARDS

HackDavis 2021 - Best Pitch Sponsored By Contrary, University of California - Davis
- Created and pitched Playtest, a flashcard-based platform centered on personalized group study through casual multiplayer games.