

# Kevin Tran

[trankevin789@gmail.com](mailto:trankevin789@gmail.com) | <https://www.linkedin.com/in/kevin-tran-05643a262/> | <https://github.com/kevin-trann> | <https://kevin-trann.github.io/personal-portfolio-website/>

## EDUCATION

### Toronto Metropolitan University

*Bachelor of Science in Computer Science (Co-op)*

Toronto, Ontario

*Sept. 2024 – April 2029*

## PROJECTS

### IMDB Data Insights & Movie Recommender | *Python, Streamlit*

- Developed a Python-based platform that recommends movies and TV shows based on user-selected titles, genres, and popularity metrics
- Implemented sorting and filtering functionality to list content by rating, number of votes, and release year, enabling dynamic exploration of popular titles
- Processed and analyzed IMDb datasets using pandas and NumPy to handle large-scale data efficiently and generate accurate recommendations

### Gengar Simulator | *Java*

- Designed a turn-based simulation game based on the video game "Pokemon"
- Applied linear algebra concepts (points, matrices) to control animation paths and drawing logic
- Built an interactive GUI with JSwing for animations and to enhance user experience

### Infinite RC Car (Team Project) | *C++, Linux*

- Collaborated on building a long-range RC car using Raspberry Pi and embedded components
- Assisted with soldering, wiring, and assembly of motors and power systems
- Worked with C++ and Linux on Raspberry Pi to test and debug vehicle control behavior
- Helped troubleshoot power, connectivity, and stability issues during testing

### One Piece Adventure Game | *Java*

- Designed a choose-your-own-adventure game inspired by the TV show "One Piece", where player decisions dynamically influence story progression
- Implemented probability-based algorithms to determine the success or failure of player actions, driving strategic planning and replayability
- Applied object-oriented programming principles in Java, leveraging classes, constructors, getters/setters, and method overriding to design flexible and reusable game systems

## TECHNICAL SKILLS

**Languages:** Python, Java, C, HTML/CSS, Assembly

**Frameworks:** React, Node.js

**Developer Tools:** Git, VS Code, Excel

**Libraries:** pandas, NumPy

## EXPERIENCE

### Coding Instructor

*STEM Camp*

June 2024 – Sept. 2025

*Newmarket, Ontario*

- Led hands-on learning sessions focused on coding and robotics, fostering student engagement and technical understanding
- Guided students through practical applications of loops, conditionals, and variables in Python, with practical exercises
- Mentored students in debugging and problem-solving, fostering critical thinking and coding proficiency

### Tax Preparer Associate (Co-op)

*Liberty Tax*

Feb. 2022 – June 2022

*Newmarket, Ontario*

- Conducted detailed client interviews to gather accurate financial and personal information for tax preparation
- Informed clients of required procedures, documentation, and expected timelines throughout the tax filing process
- Prepared and entered tax return data using Excel and company software, ensuring accuracy and compliance with CRA standards