Kevin Tran

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EDUCATION

Toronto Metropolitan University, *Bachelor of Science - Computer Science* (*Co-op*) 09/2024 – 04/2029
Dean's List (2024 - 2026)
Relevant Coursework: Python, Java, Data Structures, Linear Algebra, Computer Organization, Linux, Statistics

WORK EXPERIENCE

STEM Camp, *Coding Instructor* 06/2024 – 09/2025
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

Liberty Tax, *Tax Preparer Associate* (*Co-op*) 02/2022 – 06/2022
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

TECHNICAL SKILLS

Languages
Python, Java, C, HTML, CSS, JavaScript, Assembly

Developer Tools
Git, VS Code, Arduino, Excel

PROJECTS

IMDB Data Insights & Movie Recommender, *Python*

- 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.

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.