## **Kevin Tran**

(310) 654-0106 | kevintr303@gmail.com | https://kevintran.dev | Los Angeles, CA

#### **Profile**

Creative software engineer passionate about interactive experiences and simplifying workflows. With 2 years of IT and technical support experience at UC Irvine, I bring strong problem-solving skills and a user-focused mindset to every project. Always exploring new technologies in multiplayer networking, automation, and game development to turn curious ideas into reality.

## Work Experience

# Help Desk Consultant at University of California, Irvine - Office of Information Technology (OIT) - Irvine, CA (January 2022 - June 2024)

- Provided Tier 2 IT support for faculty, students, and staff, resolving 50-70 tickets daily across networking, authentication, security, and enterprise applications.
- Diagnosed and troubleshot network, VPN, email, and research software issues, ensuring minimal downtime for users.
- Created clear, user-friendly documentation to help clients navigate identity management, device configuration, and IT services.
- Recognized for exceptional service quality, frequently praised by supervisors and clients.
- Assisted in training and mentoring new hires, sharing best practices to improve team efficiency.

#### Customer Service Representative at LA County Library - Lawndale, CA (June 2019 - September 2019)

- Assisted diverse clientele with account services, inquiries, and resource navigation in person and over the phone.
- Handled customer requests efficiently, ensuring accurate records and seamless issue resolution.
- Identified and resolved customer concerns, escalating complex issues when necessary.
- Contributed to user engagement efforts, promoting additional services to increase community involvement.

## Education

#### University of California, Irvine - Irvine, CA (September 2020 - June 2024)

Bachelor of Science in Computer Science with a specialization in Systems and Software.

### **Skills**

- Programming: C#, C++, Python, JavaScript, SQL (PostgreSQL)
- Game Development: Unity, Unreal Engine, Godot, Multiplayer Networking
- Web & Backend: Flask, WebSockets, REST APIs, HTML5/CSS3
- Problem-Solving
- Creative Thinking
- Collaboration & Mentorship