

KHAI TRAN

613 983 6463 | khaiqtran13@gmail.com

Education

University of Ottawa

Sept 2019 – present

Bachelor of Applied Sciences in Software Engineering – CGPA: 8.1/10 GPA: 3.7/4.0

Technical Skills

Languages: TypeScript / JavaScript, Python, Java, C, C#, HTML, CSS

Technologies: Git, Linux, Gatsby, Tailwind CSS, Segment, Figma, React, Microsoft Applications, Android Studio, Storybook, Pardot, Bootstrap, Jira, Postman, Lighthouse, Computer Hardware,

Experience

Perpetua Labs

Toronto, Ontario

Frontend Software Engineering Intern

Sept 2021 – present

- Developed user-friendly React components using Typescript for new features and flows to increase customer retention and engagement
- Implemented analytics and funnel tracking with Segment to measure experiment results and usage metrics
- Monitored performance with Lighthouse and optimized the Perpetua product by implementing virtualization, lazy-loading, and memoization to reduce unnecessary re-rendering and lower loading times
- Collaborated in a team of developers, product managers, and designers in an Agile environment with daily stand-ups, sprint planning and sprint retrospectives to build an eCommerce Advertising Software

Savoir Montfort

Ottawa, Ontario

Computer Programmer / Programmeur Informatique

Jan 2021 – April 2021

- Developed a database system by integrating Microsoft's SharePoint, PowerAutomate and PowerBi applications together to streamline institutional-wide processes and to replace the legacy database system
- Created scripts to automate emailing processes and eliminate weekly data maintenance tasks
- Engaged through each phase of the project's agile development cycle and collaborated with co-workers and clients in a bilingual workplace
- Consulted with clients to ensure expectations and requirements were being met with consideration to the project's available resources and timeline

Projects

Shift Replacement Finder (React Web Application)

- Developed an intuitive web application in which corporations (and employees) can manage and track shift work from the ground up using React
- Drafted high-quality wireframes with Figma to implement user friendly UI/UX

Video Game Development (Unity Game Engine)

- Designed and developed a 3D video game using Unity Game Engine and C# scripting
- Explored and researched built-in functions, scripting, and assets in Unity