PETER KHOI TRAN

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EDUCATION

California State University, Fullerton   *Expected graduation date: May 2025*
Bachelor of Science, Computer Science   GPA: 3.6

TECHNICAL SKILLS

- **Programming Languages:** JavaScript, TypeScript, Java, C++, Python, C#, SQL, HTML, CSS
- **Developer Tools:** Visual Studio Code, IntelliJ IDEA, Git/GitHub, Unreal Engine, Unity, MySQL, WordPress, Figma, Figjam, JQuery, Bootstrap
- **Frameworks & Libraries:** React, Angular, Tailwind CSS

WORK EXPERIENCE

Student Assistant – Web Development Courses (CPSC 449 & CPSC 349)   *January 2024 - Present*
Department of Computer Science, California State University, Fullerton

- Provided technical support to students on backend technologies including Node.js, MongoDB, Docker, and Postman, and frontend technologies like HTML, CSS, JavaScript (ES6+), and ReactJS.
- Graded assignments on topics such as RESTful API development, responsive web design, JavaScript DOM manipulation, and React state management, while offering detailed feedback to enhance student understanding.
- Assisted in creating and delivering supplemental coding exercises on version control (Git), CSS Flexbox/Grid, and React hooks, helping students build robust full-stack web applications.

Software Development Engineer   *July 2022 - December 2023*
Nostimo Cafe and Tea

- Designed and developed a responsive website for Nostimo Cafe and Tea Shop using HTML5, CSS3, and JavaScript (ES6), ensuring seamless functionality across desktop and mobile devices.
- Implemented backend services using Node.js and Express, creating a RESTful API to manage menu items, customer orders, and reservations, with data stored in MongoDB.
- Integrated payment gateways and built a user-friendly interface using ReactJS, allowing customers to easily browse the menu, place online orders, and make secure payments.

PROJECTS

Action Figures Checklist   *May 2024 - June 2024*

- Developed a web platform using ReactJS for frontend and Node.js with MongoDB for backend, implementing features like a customizable action figure list and a Wishlist stored via RESTful APIs.
- Built a Price Tracker using web scraping and third-party APIs to monitor and display real-time price trends, ensuring a seamless user experience with Tailwind CSS for responsive design.

Academic Event Management   *January 2024 - May 2024*

- Designed a web application using Tailwind CSS for the front-end and MySQL for backend data management, enabling users to add, modify, and manage academic events with optimized SQL queries.
- Implemented secure user authentication with JWT and role-based access control (RBAC), ensuring smooth performance and scalability through lazy loading and code splitting.

Flappy Bird Replication   *January - March 2024*

- Built a replica of the famous Flappy Bird game using Unity and C#, implementing core gameplay mechanics such as gravity, collision detection, and scoring system.
- Optimized game performance for mobile devices by incorporating object pooling for efficient memory management and frame-rate independence for smooth gameplay across different platforms.

WeatherApp   *June - September 2024*
- Built a web application using ReactJS for front-end and NodeJS with MongoDB for back-end
- Optimized game performance for mobile devices by incorporating object pooling for efficient memory management and frame-rate independence for smooth gameplay across different platforms.