

PETER KHOI TRAN

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EDUCATION

California State University, Fullerton
Bachelor of Science, Computer Science

Expected graduation date: May 2025
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, Figma, JQuery, Bootstrap
- **Frameworks & Libraries:** React, ReactNative, ExpressJS, , Tailwind CSS

WORK EXPERIENCE

Bank Teller

October 2024 - Present

Wells Fargo

- Delivered exceptional customer service by addressing client needs efficiently, providing personalized financial solutions, and assisting with a variety of banking products.
- Supported operational tasks such as account management, financial transactions, and ensuring compliance with banking regulations.
- Collaborated with team members to improve branch efficiency, enhancing customer satisfaction through proactive problem-solving.

Student Assistant – Web Development Courses (CPSC 449 & CPSC 349)

January 2024 - May 2024

Department of Computer Science, California State University, Fullerton

- Provided technical support to students on backend technologies, including Node.js, MongoDB, Docker, and Postman, as well as 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.

PROJECTS

TripSplit

September 2024 - June 2024

- Built an Android/iOs bill splitting application to simplify expense management with seamless precision using ReactNative for front-end and NodeJS for back-end.
- Integrated powerful cloud services, including Firebase (Authentication, Firestore, Storage) and AWS (S3, SQS) for scalable backend operations
- Created an AI-powered travel recommendation feature using Google's Generative AI (Gemini)

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.