Khoi Tran

469-468-0064 | trandangkhoi1998@gmail.com | Richardson, TX
linkedin.com/in/khoi-d-tran | github.com/khoitran98 | khoitran98.github.io/portfolio

EDUCATION

M.S in Computer Science - Intelligent System   Aug 2020 – May 2022
B.S in Computer Engineering   Aug 2016 – May 2020
The University of Texas at Dallas, Richardson, Texas

SKILLS

Languages: JavaScript, C#, Python 3, Java, C++, C, SQL, Assembly, HTML5/CSS3.
Frameworks: React, Vue.js, React Native, Redux, GraphQL, Express, Angular, Ionic.
ML/AI: NumPy, pandas, scikit-learn, PyTorch, TensorFlow.
Others: Firebase, Unity, MongoDB, Node.js, Linux, Android, ROS.

WORK EXPERIENCE

Skipli | Atlanta, GA & Remote
Software Engineer Intern   Jan 2021 – Now
- Building a restaurant's mobile app that allows online ordering, payment, social media integration, and loyalty points tracking with React Native, Node.js, Facebook & Instagram API, and Firebase Realtime Database.

UTD School of Arts, Technology, and Emerging Communication | Richardson, TX
Research Assistant / Unity Developer   Sept 2019 – Now
https://stepp.utdallas.edu/publication
- STEPP: a WebGL Unity game in C# that's used as a teaching tool for high school's Physics courses.
- Implement features for 16 different levels of the game via C# scripting and Unity Editor.
- Utilized OOP to build an "in-game database" that can process users' inputs with Physics calculations.
- Develop algorithms to animate game objects in a frame by frame manner based on equations of Physics kinematics and elastic/inelastic collisions.

PERSONAL PROJECTS   github.com/khoitran98

Vertas News (3-person project)   https://vertasnews.com
- A web app to rate news articles and aggregate ratings for news outlets and journalists.
- Developed the UI with Vue.js and Vuetify.
- Utilized News API, Algolia, and Firebase for the back-end and Netlify for hosting.

Political Bias Analyzer Extension (1-person project)
- Trained a machine learning model to determine political bias in articles using Python, RoBERTa regression model and scraped contents from over 4000 articles labeled by Ad Fontes Media.
- Served the trained model as the back-end using Python, Google App Engine and Newspaper3k.
- Built a browser extension as the front-end with React, to display analysis on visited site.

SwingnRun Unity Game (1-person project)   khoitran98.github.io/SwingnRun-WebDemo/
- Developed an endless runner WebGL game with C# and Unity.
- Implemented a neural network with 28 inputs, 2 layers, and 24 neurons for each layer to learn human gameplay through backpropagation and attempt to finish the game by itself.
- Deployed a back-end for the game using MongoDB, Node.js, Express, and Heroku.

Students Attendance App (4-person project)   github.com/AreYouHere-io/AreYouHere-App
- Developed the front-end for a hackathon cross-platform mobile app that can check attendance with QR code, using Ionic and Angular/TypeScript.

HONORS & AWARDS

- 8th place – 2020 International IEEE Software Testing Contest – College Group.
- UTD Academic Excellence Scholarship.