

Khoi Tran

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EDUCATION

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

SKILLS

Languages: JavaScript, C#, Python, Java, C++, C, Assembly, HTML5, CSS3.
Frameworks: Vue.js, React, React Native, Redux, GraphQL, Express, Angular, Ionic, Vuetify, Bootstrap.
Others: Firebase, Unity, MongoDB, Node.js, Linux, Android, ROS, Algolia, MSP432.

WORK EXPERIENCE

Skipli | Atlanta, GA

Software Engineer Intern

Jan 2021 – Now

- Work on a restaurant mobile app with React Native, Node.js, 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 and debug features for 16 different levels of the game.
- Develop algorithms to animate game objects based on Physics kinematic equations.

PERSONAL PROJECTS

Vertas News (3-person project)

July 2019

<https://vertasnews.com/>

- A web app to rate news articles and aggregate ratings for news outlets and journalists.
- Developed the UI/UX with Vue.js and Vuetify.
- Configured Firebase as the backend and database service, using News API to gather news and Algolia for data search.

SwingRun Unity Game (1-person project)

Aug 2019

<https://khoitran98.github.io/SwingRun-WebDemo/>

- Developed an endless runner WebGL game with C# and Unity.
- Built a neural network that can study player gameplay through backpropagation.
- Deployed a game server using MongoDB, Node.js, and Express to store the score leaderboard and the neural network.

Students Attendance App (4-person project)

Nov 2019

<https://github.com/AreYouHere-io/AreYouHere-App>

- Developed the UI/UX for a hackathon cross-platform mobile app with Ionic, Angular, and Cordova.

HONORS & AWARDS

- Top 8 – 2020 International IEEE Software Testing Contest – College Group.