

# Khoi Tran

469-468-0064 | trandangkhoi1998@gmail.com | Richardson, TX

[www.linkedin.com/in/khoi-d-tran](https://www.linkedin.com/in/khoi-d-tran) | <https://github.com/khoitran98> | <https://khoitran98.github.io/portfolio>

## 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

Overall GPA: 3.49/4.0

## SKILLS

**Languages:** JavaScript, C#, Python, Java, C++, C, Assembly, HTML5, CSS3.

**Frameworks:** Vue.js, React, Express, Angular, Ionic, Cordova, Phaser.io, Vuetify, Bulma, Bootstrap.

**Others:** Firebase, Unity, MongoDB, Node.js, Linux, Android, ROS, Algolia.

## WORK EXPERIENCE

### UTD School of Arts, Technology and Emerging Communication

*Student Assistant / Unity Developer*

Sept 2019 - Now

- STEPP: a WebGL Unity game in C# that educates students about Physics and Computational Thinking using finite state machine.
- Develop algorithms to animate game objects based on Physics kinematic equations.
- Assist in building a data handling system that serves as an in-game database which validates, stores and performs Physics calculation on users' inputs.
- Test and debug game features as well as the game's communication with web browser and server.

## PERSONAL PROJECTS

### Vertas News (3-person project)

June 2019 – Aug 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.

### SwingnRun Unity Game (1-person project)

Aug 2019

<https://khoitran98.github.io/SwingnRun-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.

### Bombberman Online (4-person project)

Aug 2020

- A web game remake of Bombberman with online multiplayer capability.
- Implemented characters' movements and actions using Phaser.io and geckos.io to ensure real-time multiplayer communication over Node.js and Express.

### Students Attendance App (4-person project)

Nov 2019

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

- A hackathon cross-platform mobile app for students and professors to use QR code for attendance.
- Developed the UI/UX with Ionic, Angular and Cordova.