# **Khoi Tran**

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

#### **SKILLS**

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

**Frameworks**: Vue.js, Angular, Ionic, Cordova, Vuetify, Bulma, Materialize, Bootstrap.

Others: Firebase, Unity, Git, Linux, ROS, Algolia, Adobe Illustrator, Adobe XD.

#### **WORK EXPERIENCE**

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

Student Assistant / Unity Developer

Sept 2019 - Now

- STEPP: an interactive Unity game in C# that educates students Physics and Computational Thinking using finite state machine.
- Implemented the backend system which stores users' inputs in a list of states.
- Developed algorithms to animate game objects and trailing based on Physics kinematic equations.

### **PROJECTS**

# **News Rating Website (3-person project)**

May 2018 – August 2019

https://vertasnews.com/

 A website which allows users to rate news articles based on accuracy and biases, built with Vue.js, Vuetify, Materialize, News API, Algolia and Firebase.

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

November 2019

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

 A hackathon cross-platform mobile app which allows students to check in with professor in class by generating and scanning QR code, built with Ionic, Angular, Cordova, Spring and server running on AWS.

# 2D Swinging Unity Game (1-person project)

August 2019

https://khoitran98.github.io/RedSwinger\_WebDemo/

• An endless running game where player has to swing to collect coins and avoid obstacles, implemented in Unity, C# and Bayat Games assets library.

## **Electric Skateboard App Controller (2-person project)**

February 2019 - Now

 An Android App to locate and monitor remotely a Rapsberry Pi-controlled Electric Skateboard connected to GPS, GSM and Regenerative Braking modules via cellular network, built with Java and Google Maps API.

#### **EDUCATION**

B.S in Computer Engineering
The University of Texas at Dallas, Richardson, Texas

Aug 2016 - May 2020

Overall GPA: 3.5/4.0