

# Khoi Tran

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## EDUCATION

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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

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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

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### 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

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[github.com/khoitran98](https://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/](https://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.

### Image Features and Classification Database for ImageJ's plugin (Open Source Contribution)

- Assisted in designing an SQLite database and its GUI for an open source Java plugin for ImageJ called Active Segmentation to handle the input/output workflow for image features extraction and segmentation/classification.

## HONORS & AWARDS

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