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, Linux, ROS, Algolia, Adobe Illustrator, MSP432, Raspberry Pi.

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.
- Developed the game's backend to store states' inputs as well as algorithms to animate game objects and trailing based on Physics kinematic equations.
- Connected the game to the web browser for future online save and load purposes.

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 (1-person project)

February 2020 – April 2020

https://github.com/khoitran98/skateboard-monitor

• An Android app to locate and monitor remotely a Raspberry Pi-controlled Electric Skateboard via cellular network, built with Java and Google Maps API.

EDUCATION

B.S in Computer Engineering

Aug 2016 – May 2020

The University of Texas at Dallas, Richardson, Texas

Overall GPA: 3.5/4.0