

Keith Tran

UCSC Student

Keith Tran

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Skills

- **Programming Languages:** C#, C, Python, C++
- **Industry Tools:** Unity, Github, Miro, Canva, Photoshop
- **Industry Knowledge:** Game design, SCRUM, UX/UI Design
- **Soft skills:** Teamwork, Problem-Solving, Time Management

Experience

Gameheads

October 2019 - PRESENT, Oakland

Gameheads is a tech training program that uses video game design, development, and DevOps to develop diverse talent and bold new voices, train young people for the tech eco-system, and prepare them for college, career, and civic life

Projects Completed:

- **-Ish 2020:** <https://gameheads.itch.io/ish> background artist and sound designer
 - Created background art assets
 - Collaborated with other programmers to successfully bring the project to completion
 - Implemented sound assets into the game
 - Implemented the art comic panels for the introduction of the game
- **Reticent 2021:** <https://gameheads.itch.io/reticent-final> background artist and sound designer
 - Implemented sound assets and edited sounds for the game
 - Created background art assets for the environment
 - Collaborated with other programmers to successfully bring the project to completion
 - Built the UX/UI systems for the game: Health Bar System, Inventory System, Dialogue options
- **Alebrije 2022:** <https://gameheads.itch.io/alebrije> Programmer
 - Programmed player movement, interactions, and game flow
 - Collaborated with mentor and team members to complete the project efficiently
 - Updated team with weekly progress status and helped with progress development via SCRUM stand ups
 - Coded, tested, and debugged programs with mentor
 - Instituted management of GitHub and Unity with other team members
 - Onboarded team to Github
 - Cross-functional communication with art and sound designers to implement assets into the project

Code Nation / Student

October 2019 - January 2021, Oakland

- Performed unit testing of front-end components written in HTML, CSS, and JS languages against different browsers and devices before deployment.
- Implemented user interface designs for web pages using HTML, CSS, and JS.
- Developed and maintained web applications based on HTML, CSS, and JavaScript standards.

Education

UC Santa Cruz / BS Computer Science

September 2022 - Current

Ongoing Coursework: Object-Oriented Programming, Algorithms and Data Structures

Skills Taught: Python, C, C++