

Keith Tran

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TECHNICAL SKILLS

Languages: Python, C/C++, HTML/CSS

Developer Tools: Unity, Unreal Engine 5, Git, Visual Studio, Miro, Canva, Photoshop

Industry Knowledge: Game design, SCRUM, UX/UI Design

EXPERIENCE

Software Engineer and Game Developer

Jan. 2020 – Present

Gameheads

Oakland, CA

- Developed and implemented white box testing procedures in Unity to playtest current builds, resulting in fewer bugs.
- Coordinated task assignments and progress updates for project teams using Trello, Slack, and Google Docs, ensuring efficient communication and workflow management.
- Collaborated with mentors to refine game direction, brainstorm new ideas, and debug Unity scripts, contributing to overall project quality improvement.
- Engaged in all phases of game development, including creating minimum viable products and scope refinement to meet project deadlines.

PROJECTS

Pestaltotiopsis(Funguy) | Unreal Engine 5 | *Programmer*

Jun 2024 – Present

- Constructed a speedrun and save system, allowing players to compete for fastest completion times in a leaderboard locally
- Engineered enemy AI to attack the player and walk around their base using Behavior Trees and AI Controllers
- Designed an X-ray material, allowing players to identify specific objects in the environment such as interactable objects and enemies

Alebrije | Unity | *Software Engineer and Game Design Programmer*

Jun 2022 – Aug. 2022

- Programmed a 2D platformer game in Unity using scripts in C#
- Collaborated with Game Designer to design the game's level and develop gameplay mechanics
- Managed GitHub by solving merge conflicts that occurred and integrated team's assets (art and sound) into Unity build
- Provided regular updates to the team on project progress and actively contributed to development through SCRUM stand-ups.
- Successfully published both PC and MAC versions of the game on the Itch.io platform

Reticent | Unity | *UX/UI Designer and Sound Designer*

Jun 2021 – Aug. 2021

- Implemented sound assets and edited sounds in Audacity for all the sounds in the game
- Produced background art assets (collectibles player has to collect to progress in the game) for the environment
- Built the UX/UI systems for the game: Health Bar System, Inventory System, Dialogue options

-Ish | Unity | *Background Artist and Sound Designer*

Jun 2020 – Aug. 2020

- Created background assets (weapons, trees, rocks) in Photoshop
- Integrated sound assets (music and character sounds) into Unity build
- Designed art comic panels to introduce the game that gives context to the player of the story

EDUCATION

University Of California, Santa Cruz

Anticipated June 2026

Bachelor of Science in Computer Science

GPA: 3.66

Relevant Coursework: **Object-Oriented Programming, Algorithms and Data Structures**