

# Keith Tran

510-598-8774 | keithtran0004@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#) | Oakland, California

## 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.

### Student

Oct. 2019 – Jan. 2021

*Code Nation*

*Oakland, CA*

- Developed an interactive website featuring a game utilizing JavaScript's JQuery library, where players search for hidden treasures.
- Designed and styled a fan page that shows my favorite pieces of media from scratch using HTML and CSS.

## PROJECTS

---

### Alebrije | *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 | *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 | *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 2025

*Bachelor of Science in Computer Science*

**GPA: 3.60**

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