LE THIEN AN TRAN

Seattle, WA | (253)-325-9979 | lethienantran@gmail.com

le-thien-an-tran (LinkedIn) | lethienantran (GitHub) | ePortfolio

QUALIFICATION

- Experience and familiar with C#, C++, JavaScript, Java, React.js, Responsive Web Design, Node.js, Express.js, ASP.NET, Agile, MySQL, Microsoft SQL Server, MongoDB, Git/GitHub, AWS, Postman, Docker.
- Ability to think abstractly, learn and adapt new technology quickly, well-collaborate with cross-functional teams with clear communication, presentation and problem-solving skills
- Ability to analyze and leverage diverse perspective to create innovative solutions for challenges and problems
- Responsible and have strong capacity for adapting to evolving project requirements

EDUCATION

B.S Bachelor of Science in Computer Science – Seattle Pacific University | GPA: 3.96   2022-2024
A.S Associate of Science in Computer Science – Highline College | GPA: 3.97   2019-2021

PROFESSIONAL EXPERIENCE

SOFTWARE ENGINEER INTERN   JUN 2023-SEP 2023
Election Systems & Software   📍 Omaha, NE

- Write clean, and efficient code using .NET Core, Entity Framework 6, Swagger, and virtual machines to develop and maintain REST APIs that meet business and technical requirements.
- Write and implement unit tests for integration, ensure the reliability of developed components.
- Utilize SQL Server to manage, manipulate databases, strengthen skills in data-driven application.
- Create, deploy, and manage SQL Server Reporting Services (SSRS) reports.
- Working with Agile methodologies to deliver high-quality solutions, products effectively.
- Collaborate closely with both Business Analysts and Quality Assurance (QA) teams to ensure alignment between project, government customer requirements and high-quality deliverables.

LEAD CODE INSTRUCTOR   SEP 2021-SEP 2022
Code Ninjas   📍 Newcastle, WA

- Teach students concepts of JavaScript, advanced game building and game UI, Unity Game Engine with C# and help students maintaining clean, readable, and optimal code.
- Handle and debug ambiguous bugs, excited to solve problems enthusiastically made by students.
- Collaborate and lead the team in creating and developing extra Unity projects, and C# exercises to increase the flexibility and variety of curriculum and satisfy customers' requirements.
- Responsible for analyzing customers' satisfaction and children's study outcomes, ensuring consistent yearly enrollment, increase company revenue by approximately 4%.

PROJECTS (POSTED ON GITHUB)

- **Current Collaborate Project**: Furrmily (React.js, Node.js, AWS)
- **Current Personal Project**: Down The Castle – 2D RPG (Unity Game Engine)
- **Mobile Collaborate Development**: Eventor (React Native, SQLite)
- **Personal/Free Time Project:**
    - Sudoku Game – Solver (React.js)
    - Daily Checklist (React.js)
    - Night Time Village (Unity Game Engine, PlayFab, Photon, C#)