

# Michael Tran

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Self-motivated developer and gamer with proven analytical skills, who is dedicated in learning and growing skills by seeking out new challenges. BS in Computer Science and volunteers IT skills to a non-profit youth organization.

- Scrum, Agile, CICD
- HTML, CSS, JavaScript
- Node.js, React, Angular JS, Bootstrap
- C#, C++, Unreal 4, Unity
- Azure DevOps, Git
- Bilingual: English & Vietnamese

## PROJECTS

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**Discord Bot (2020)**, Automatically compiles weekly event information by extracting Maplestory website data and generates server status information into a user-friendly text channel to serve over 10+ Maplestory players. Written using discord.js library in node.js.

**Work Life Balance (2020)**, 3D healthcare awareness serious game targeted for promoting healthcare awareness. Responsibilities ranged over different tasks with ownership over creating front end user interfaces for menus, in-game status meters, and level map. Other tasks included day and night cycle with lighting, implementation of persistent save files, merging code on different branches, delegating work to achieve development milestones under eight-week release deadline, and documenting all design choices. Designed and developed in a team of three using Unity Engine.

**Bird Assassins (2020)**, Multiplayer TPS game developed in Unity, centered around the theme “birds” and “computer architecture”. Responsible for producing networked gameplay, animations, and level design in a team of three.

## EXPERIENCE

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**Hi-Rez Studios First Watch Games**, Remote  
*Gameplay Programmer Intern*

June 2021 – August 2021

- Actively participated in code reviews and addressed any issues in a timely manner
- Learned UE4 engine within one month to implement a special event modular system in a large-scale code base
- Wrote in-depth technical and non-technical documentation for the special event system

## EDUCATION

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**B.S. Computer Science**, Chicago IL  
University of Illinois at Chicago, College of Engineering,  
4.00 GPA, Dean’s List, Summa Cum Laude

May 2020