

Michael Tran

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EDUCATION

University of Illinois at Chicago

Bachelor of Science in Computer Science

Chicago, IL

Aug. 2016 – May 2020

EXPERIENCE

Software Engineer

TactileAI

Oct. 2021 – Aug. 2023

Remote, USA

- Collaborated remotely to develop a fully automated SaaS platform from scratch, revolutionizing in-home user product testing in beauty care
- Launched platform in April 2023 and generated revenue from 3 multi-billion dollar beauty companies
- Led the comprehensive creation of a mobile web application, which served as a platform for collecting user testing data and providing data analytics to customers in real-time
- Implemented Apache Airflow to streamline tasks, logging data with AWS S3 buckets for efficient debugging and removed the need of manual intervention within the product workflow
- Integrated Kubernetes with AWS and CircleCI's CI/CD platform for automated testing, deployment, scaling, and containerized app management. Increased efficiency, scalability and reduced downtime, resulting in improved infrastructure flexibility via cluster automated scaling based on resource usage
- Managed cloud resources using Terraform to efficiently organize deployments across two environments, leading to improved resource allocation and cost savings by easily identifying and removing unused resources.

Gameplay Programmer Intern

Hi-Rez Studios First Watch Games

June 2021 – Aug. 2021

Remote, USA

- Actively participated in code reviews and addressed any issues in a timely manner
- Learned UE4 engine in under one month to contribute to a complex codebase. Created detailed technical documentation outlining the necessary systems and implementations for a seasonal event system.

PROJECTS

Maple Gear | *Next.js, Typescript, Python, Firebase, Git, Vercel*

Dec. 2024 – Present

- Build a MapleStory equipment simulation to freely explore the many complex systems in the game
- Compile and verify the formulas and tables within the game and on various internet sources
- Integrate Web Storage API and Cloud Firestore for persistent data locally and on the cloud
- Interact with unofficial Maplestory API using python to process and format data
- Leverage Vercel for hosting and continuous delivery to deploy new builds and staging environments

MapleStory Discord Bot | *JavaScript, Node.js, Discord.js*

Aug. 2020

- Developed a Discord Bot with the objective of easy to access concise information
- Implemented web scraping and automated the consolidation of event data from MapleStory's official patch notes

TECHNICAL SKILLS

Languages: Python, SQL (Postgres), JavaScript, HTML/CSS, Go, GraphQL

Frameworks: React, Node.js, Next.js, Material-UI

Developer Tools: AWS, Docker, Firebase, Git, Terraform, Vercel, VS Code