Michael Tran

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Self-motivated software engineer with a proven track record of quickly acquiring proficiency in a diverse range of technologies. Skilled in a range of technologies including Go, JavaScript, and Python.

SKILLS

- Programming Languages: Go, Python, GraphQL
- Web Development: HTML, CSS, JavaScript, Node.js, React
- Tools: AWS, Docker, Git, Visual Studio Code
- Languages: Bilingual in English & Vietnamese

PROJECTS

Work Life Balance (2020), Created a 3D healthcare awareness game using Unity Engine and C#. Led a team to meet development goals within an eight-week timeframe and documented design decisions.

Discord Bot (2020), Developed a Discord Bot utilizing web scraping and discord.js library in node.js. Consolidated weekly event data from Maplestory's official patch notes and presented in a user-friendly text channel for 10+ users

EXPERIENCE HIGHLIGHTS

TactileAI, Remote   October 2021 – August 2023
Software Engineer

- Led end-to-end development of mobile web app, delivering seamless user experience for survey participation using React and Go. Centralized survey data and functionality, eliminating reliance on third-party solutions.
- Implemented Apache Airflow to streamline tasks, logging data with AWS S3 buckets for efficient debugging and reduced manual intervention within the product workflow.
- Integrated Kubernetes with AWS and CircleCI's CI/CD platform for automated testing, deployment, scaling, and management of containerized apps across environments. Resulted in enhanced efficiency, scalability, and reduced downtime. Improved infrastructure flexibility via cluster automated scaling based on resource usage.

Hi-Rez Studios First Watch Games, Remote   June 2021 – August 2021
Gameplay Programmer Intern

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

EDUCATION

B.S. Computer Science, Chicago IL   May 2020
    University of Illinois at Chicago, College of Engineering,
    4.00 GPA, Dean's List, Summa Cum Laude