**Michael Tran**

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linkedin/in/michaelthuantran | github/michaeltranxd | Chicago, IL

Self-motivated recent graduate with proven analytical skills, who likes to learn and grow skills by seeking out new challenges. Searching for a Software Engineer entry-level full-time position.

* Software Development
* Front-end Development
* C# and Unity engine
* Java, C++, C, HTML, CSS, JavaScript
* Customer Service
* Bilingual: English & Vietnamese

**PROJECTS**

**Work Life Balance (2020),** 3D healthcare awareness serious game designed and developed in C# using Unity Engine. Responsible for cultivating a team to achieve developmental milestones and documenting all design choices in a design document.

**Personal Website (2020)**, Website designed and developed using bootstrap framework to highlight more personal projects and experiences.

**EXPERIENCE HIGHLIGHTS**

**UIC Head and Neck Cancer Research**, Chicago, IL June 2019 – May 2020  
*Undergraduate Research Assistant*

* Processed 400+ patient data with two other computer science undergraduates, accurately into an external database, upholding Research Ethics and Compliance policies
* Analyzed UIC Head and Neck Cancer cohort data by developing visualizations using d3.js library
* Utilized Codecademy’s comprehensive tutorials to learn HTML, CSS, and JavaScript for research

**VOLUNTEER**

**VEYM IT**, Remote July 2020 – Present  
*Web Developer*

* Collaborate with 3+ web developers in developing a member login portal for the VEYM organization as a centralized service. Built using .NET Core, Angular JS, and SQL.
* Implemented chapter/league and role(s) task flow to represent the hierarchy structure for the organization

**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