NGOC TRAN

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EDUCATION

Stanford University, Stanford, CA   Sept 2022 – Jun 2026
Bachelor of Science*, Major in Computer Science;* GPA: 3.686/4.0
Awards: Stanford Leland Scholar, Questbridge National College Match Finalist, The Gates Scholarship, Austin Regional Science Festival 2nd Place (2019/2020), Austin Regional Science Festival Superintendent Award (2019/2020), Texas Science and Engineering Fair Participant (2019/2020), TAWWA/WEAT Excellence in Water (2021)

SKILLS

Proficient in Python, Java, C#, C++, HTML, CSS, Javascript, React.js, Unity, Git (GitLab, GitHub)
Familiar with Inventor CAD, Blender, Figma/AdobeXd, C

WORK EXPERIENCE

Stanford iGEM Team, Undergraduate Researcher, Stanford, CA   April 2023 – Present
o   Created iGEM international competition deliverables, such as production for promotional video (animation, editing), website wiki, and educational program/tools
o   Facilitated wet lab experiments about advancing T7 phage engineering to enhance sub-host specificity
o   Consulted various stakeholders in phage therapy and technology, such as the CDC Biofilms Lab, Codiga Wastewater Facility, and specialized professors and medical personnel for integrated human practices

PROJECTS

iGEM Wiki Website - (React.js, CSS, HTML)   June 2023 – Oct 2023
o   Leveraged React.js to craft a dynamic and responsive website with distinct sections highlighting research advancements, comprehensive documentation, and research results
o   Designed website which was used as a vital resource for judging criteria at the iGEM Grand Jamboree, an international competition with over 400 teams competing worldwide

Educational Game: Phil's Laberia – (Unity, C#, Aseprite)   July 2023 – Aug 2023
Solo Developer & Game Artist
o   Developed using Unity game engine and C# to produce a functional educational game about bioengineering techniques, with hand-drawn pixel animations created in Aseprite
o   Utilized as an instructional tool to teach over 200 participants of the Stanford iGEM BioE Research Program
o   Featured on Stanford's Introduction to Bioengineering BIOE80 Course Website, Synthetic Biology (SB) @ Stanford News, in a Department of Bioengineering Article as an educational resource

Fireside Game Jam Entry: Curfew – (Unity, C#, Aseprite)   May 2023
Developer & Game Artist
o   Collaborated in a team of two to develop a game entry for the annual Fireside Game Jam, which took course over 9 days; placed in the top 35th percentile of participating game developers based on 1,376 ratings
o   Implemented game on the Unity engine and C# to develop a game following the theme "guide" and deployed product on the Itch.io platform

ORGANIZATIONS

Stanford Vietnamese Student Association (SVSA)   Sep 2022 – Present
Public Relations Co-Chair & Former Finance Intern
o   Led weekly meetings and events alongside other committees for over 80 active members as a PR Co-Chair
o   Drafted a budget proposal for the 2023-24 academic school year as a finance intern, securing sufficient funding for the upcoming year

Stanford Women in Design (SWID)   Sep 2022 – Present
o   Engaged in SWID's Design Certification program workshops to become proficient in Figma UX/UI design

Stanford Storyboarding Club   Sep 2022 – Present
o   Distinguished as a one of 27 featured artists for the annual Stanford Anthology Book, a collection of illustrations and captivating artworks