

Phi N. Tran

pntran25@cougarnet.uh.edu (713) 452-9278 [linkedin.com/in/pntran25](https://www.linkedin.com/in/pntran25) github.com/pntran25

EDUCATION

University of Houston, Houston, TX

Expected May 2028

Bachelor of Science, Computer Science, GPA: 4.0

Relevant Coursework: OOP, Computer Science and Programming, Data Structures, Discrete Math, Statistics, Comp Org.

PROJECT EXPERIENCE

Video Game Design - Sonny

Oct 2024 - Present

Team Project / Team Co-Lead

- Developed a single-player, narrative-driven indie in Unity using C# with **14 cross-functional team** members, building over **40 custom scripts** to manage AI behavior, physics, and user interactions.
- Integrated **version control** using Git/GitHub, managing over 150 commits and 20+ pull requests across 6 agile sprints, including code reviews and automated CI workflows using GitHub Actions.
- Leveraging design patterns (**MVC, Singleton**) to ensure maintainable and reusable code for future project expansion and optimization.
- Built a **modular AI system** using state machines and **NavMesh** pathfinding, supporting 6 enemy types with adaptive behavior for dynamic gameplay.

MedLog - Medication Tracker

Feb 2025 - Apr 2025

- Implemented C++ object-oriented design principles to structure models for users, prescriptions, and reminders, supporting clean and scalable code.

Video Game Design - Apian Wish

Sept 2023 - Feb 2024

Team Project / Team Lead

- Led a team of **10** developers to design and deploy a 2D platformer video game using **Unity, C, C#, and Visual Studio Code**, focusing on scalable architecture and clean code principles.
- Wrote and maintained over **50 modular C# scripts**, implementing object-oriented programming (OOP), collision systems, and UI/UX features across two builds.
- Achieved 1st and 2nd place in back-to-back national TSA game design competitions among **50+ teams**, recognized for both technical innovation and gameplay polish.

WORK EXPERIENCE

Grade Potential Tutoring

Sept 2024 - Present

Tutor

Houston, Texas

- Tutored **10+** students from high school to college level, boosting math comprehension and confidence.
- Improved test scores by **25% on average** within a few months through customized and original lesson plans.
- Conducted **100+ hours** of one-on-one sessions on subjects ranging from Algebra to Discrete Mathematics.

SKILLS

- Programming Languages:** Python, C/C++, C#, HTML, CSS, Javascript, Java, R/RStudio, SQL
- Tools and Technologies:** Unity Studios, VS Code, .NET, Git, MySQL, NodeJS, ReactJS

LEADERSHIP AND ACTIVITIES

Code Coogs

Aug 2024 - Present

Team Manager / Lead

Houston, Texas

- Attended **10+ software development workshops** and events to build software engineering and problem-solving skills with 40+ hours of training, allowing proficiency in **Python and C++**.
- Oversaw **3+ full-stack development teams** simultaneously, coordinating project timelines, assigning tasks, and facilitating collaboration across front-end, back-end, and DevOps roles using Agile and Scrum methodologies.

Technology Student Association (TSA)

Aug 2022 - May 2024

Treasurer / Public Relations

Houston, Texas

- Managed club funding and accrued over \$1500 in revenue to budget for annual operations.
- Organized social events for **50+ members** by developing a sophisticated schedule for those pursuing technology.

AWARDS & HONORS

- Academic Excellence Scholarship Award
- Dean's List UH
- Technology Student Association "Video Game Design" 1st & 2nd Place Award Team Lead (2024)