

Ricky Tran
Atlanta, GA

EDUCATION

Bachelors of Computer Science - Georgia State University - Atlanta, GA

Aug. 2021 - May. 2025

- GPA - 3.7
- Hope Scholarship Recipient

Relevant Coursework: Data Structures, Computer Org And Programming, System-level Programming, Intro to Computer Programming 1 and 2, Discrete Mathematics

Certifications: CIW: Site Development Associate UCERTIFY

Feb. 2020

TECHNICAL SKILLS

Programming Languages: Java, HTML, CSS, Javascript, CSS, Python, C, C++

Tools: Github, Eclipse, Visual Studio Code, Excel, Powerpoint, Word, Notepad++, Xcode

Frameworks & DataBases: React, Node.js, Spring, MySQL,

EXPERIENCE

Asian Cuisine | Server

Jan. 2023 - Sep. 2023

- Suggested restaurant menu items and drinks to customers to aid in customer service and satisfaction whilst maintaining clear communication skills
- Memorized countless numbers of items on the menu, demonstrating a comprehensive understanding of the menu, in order to communicate with customers and enhance their choices.
- Navigated high-paced and dynamic periods of time, demonstrating the ability to stay calm under pressure while efficiently providing care to customers and being able to adapt based on the situation.

Farmer Market | Cashier

Apr. 2020 - Nov. 2021

- Conducted financial analysis and managed cash flow, ensuring accurate measurement of profitability and losses by reconciling daily cash register and safe totals with product sales data.
- Applied strong communication with customers in order to handle customer concerns and disputes while showing professionalism.
- Managed the cash register responsibly by balancing transactions through the day while enhancing my cash handling skills.
- Assisted customers with courteous while handling their groceries with efficient levels of speed, offering them promotions and discounts if available while bringing the utmost positive customer experience

PROJECTS

Blackjack (Card Game)

Sep. 2023 - Dec. 2023

- Used Java to design and implement a card game simulator based on Blackjack
- Created an intuitive user interface using Java Swing or JavaFX, providing players with interactive controls and visual feedback throughout the game.
- Constructed a deck management system to simulate a standard 52-card deck, including shuffling and dealing cards to players and the dealer.
- Designed unique and visually appealing artwork for each style of playing card, including Spades, Diamonds, Clubs, and Hearts.

Spotify API Data Retrieval

Jan. 2023 – Mar. 2023

- Utilized the Spotify API by analyzing documentation on how to correctly get access to a user token.
- Generated an environment to store client secret and Id in a separate file.
- Constructed a Python environment creating functions to GET access to a user token by converting the Client ID and Secret to a JSON file with OS Library.
- Designed a flexible function enabling users to access any Spotify endpoint, and integrated pre-built queries and employed a POST mechanism, allowing users to specify the desired directory/endpoint for retrieving user input.