

Renee Tran

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EDUCATION & RELEVANT COURSEWORK

University of California, Irvine

Irvine, CA

Bachelor of Science in Computer Science, GPA 3.39

Expected graduation date: June 2025

- Specialization in Information and Information Systems
- Algorithm Analysis and Design, IOT software/systems, Human-Computer Interaction
- (C++) Programming in C/C++, Data Structures
- (C) System Design, Operating Systems
- (MySQL) Data Management
- (Python) Intro, Programming with Software Libraries, Intermediate Programming, Intro to Machine Learning
- (C#) Intro, Intermediate Game Programming

EXPERIENCE

Marketing Specialist & IT Dev Design Team

May 2022 – Present

University of California - Irvine

Irvine, CA

- Attended regularly scheduled sprint meetings in an Agile environment
- Collaborated with developers to meet client expectations
- Learned the fundamental project management techniques
- Created high-fidelity mock-ups for stakeholders
- Planned projects to meet business objectives and deadlines

Independent Contractor / Graphic Designer

August 2021 – Present

Symtech Fire – Live Fire Simulation Technology

Irvine, CA

- Create equipment decals, machine labels, and building signage on request
- Assists with general tech needs and equipment assembly
- Edits clips and images for promotional videos

PROJECTS

HLife | Pedometer | C++, LILYGO ESP32, AWS

December, 2024

- Worked together with a partner to create a simple pedometer.
- Developed software that tracked accelerometer information and sent it via Wi-Fi network to an online server.
- Assembled and tested the pedometer hardware

I was Diagnosed with a Strange Disease and the Only Cure is Candy and Hot Costumed Parents

2D Visual Novel/Simulation game | Unity, Github, C#, Adobe Illustrator

October, 2024

- UCSC GDA 2024 Fall Fair Game Jam submission
- Developed and implemented a custom visual novel engine, allowing programmers to input dialogue lines, player choices, and sprites for each line
- Fully implemented all parent character functions
- Helped design gameplay loop and wrote character dialogue

Art Rush | 3D Management game | Unity, Github, C#, Procreate, Adobe Illustrator

March, 2023

- Lead Designer and assistant programmer
- Developed a game using the Unity engine through github collaboration
- Implemented and designed UI and menu elements
- Designed and pitched major design concepts as well as gameplay loop

TECHNICAL SKILLS

Languages: Python, HTML, CSS, C, C#, C++, JavaScript, Java, MIPS

Databases: SQLite, MySQL

Developer Tools: Git/Github, AWS, Docker, Linux, VScode, Pycharm, Eclipse, IntelliJ

Other Tools: Unity, Figma, Adobe Creative Suite, Agile Project Management, MS Office