

Toan Tran

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[Github](#)

[Portfolio](#)

San Jose, CA

Skills

Javascript, React.js, Redux, Ruby, Ruby on Rails, jQuery, Apollo, GraphQL, NoSQL, SQL, Webpack, HTML5, CSS3,

Projects

Dash (*Ruby on Rails , JavaScript , React, Redux , postgresSQL , HTML5 , CSS3 , Webpack*)

[Live](#) | [Github](#)

A recreation of the popular project management tool, Trello.

- Used the react-beautiful-dnd library to implement a drag-and-drop feature for individual cards/tasks, allowing for an improved user experience
- To complement the drag-and-drop feature, utilized Redux to not only persist the change, but to anticipate and update the card movement on the front-end. This allowed for a smooth and seamless feel.
- Designed the application to be compatible with mobile, ensuring the user to be able to easily access their notes

Forage (*MERN stack (MongoDB , Express.js , React.js , Node.js) , Apollo , GraphQL , HTML5 , CSS3*) [Live](#) | [Github](#)

An ingredient to recipe search built on the MERN stack

- Implemented infinite scrolling through pagination and "load more" functionality in Apollo. This helped to reduce over loading the user with data.
- Used Firebase for image hosting and implemented image upload to Firebase via form. This reduced server load, allowing the app to scale.
- Developed a dynamic form with React Hooks to allow users to submit their instructions/ingredients into an array in one go. Users can hop between steps and still retain the step order.

Key Mania (*Javascript, Canvas, Web Audio API, Webpack*)

[Live](#) | [Github](#)

A browser-based game built with JavaScript in combination with Canvas

- Built the game logic entirely on plain Javascript, utilizing good OOP principles, which allowed me to easily make edits and integrate different songs and adjust game difficulty
- Employed DOM manipulation and event listeners to render game menu, game controls, statistics, and audio, allowing users to fully interact with the game.
- Used Javascript to interact with HTML5 Canvas and move arrows across the screen and render an animation when they are successfully removed.

Prior Work Experience

Senior Financial Analyst, Global Inventory Control | March 2018 - June 2019

Tesla, Inc.

- Automated financial analysis through use MySQL and PowerBI, leading to quicker discovery and resolution of financial discrepancies
- Designed and project managed an internal mobile application in order to track our vehicles leading to time savings on our vehicle audits

Accounting Manager, Technical | May 2017 - March 2018

Riot Games, Inc.

- Collaborated with teams across the company to revamp our accounting process to improve data and visibility of costs of teams, as well as individuals.

Education

UCLA | 2012 | Los Angeles, CA | BA in Economics, Minor in Accounting