

Francis Tran

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EDUCATION

UNIVERSITY OF ST. THOMAS

Master of Software Engineering

Bachelor of Science

Major in Computer Science; Minor in Game Design.

Cumulative GPA: 3.84/4.0; Dean's List x8.

Coursework: Object Oriented Programming, Data Structures & Algorithms, Web Development, Game Production.

St. Paul, MN

Expected May 2027

Graduated May 2024

WORK EXPERIENCE

SOFTWARE DEVELOPER INTERN

Games For Love

Seattle, WA

Jun 2024 – Present

- Leading a cross-functional team of 8 to develop video games for young audiences using Godot and ensuring to deploy quality products each month, which resulted in delivering successful games with a 20% increase in productivity.
- Collaborating with developers to review and merge pull requests on GitHub that consist of 100+ commits and 200,000+ lines of code, resulting in improved code quality and workflow that reduced the bug rate by 50%.
- Enhance the UI/UX design of the Game Jam itch.io page that consist of intuitive design improvements and optimizing navigation using HTML and CSS, which boosted the user engagement by 15%.

CRM SALESFORCE INTERN

University of St. Thomas

St. Paul, MN

May 2022 – Present

- Engaging with stakeholders to document issues, define project requirements, and implement solutions using Agile Methodologies that results in faster project completion and increase team collaboration efficiency.
- Tested the new college application to ensure all functional specifications were met and achieve a successful launch within the 3-month deadline, which resulted in a 7,000+ increase of new applicants in the first 4 months of deployment.
- Pioneered the front-end development of interactive widgets with the collaboration of the Department of Admissions to enhance the UI/UX of the college application system using HTML, CSS, and JavaScript.

COMPUTER SCIENCE TUTOR

University of St. Thomas

St. Paul, MN

Feb 2022 – May 2022

- Tutored over 25 students for one-on-one guidance to improve problem-solving skills and assist students in coding assignments that utilizes Python.

PROJECTS

Purified Game – (francisishere.itch.io/purified) / (github.com/FrancisTR/Godot-Purified)

Utilized: Godot, Team Collaboration, Game Testing.

- Designed a game to raise awareness about clean water, and incorporating user interactions to show purification methods.
- Collaborated with a team of 80 members to ensure high-quality user experience and effective feedback integration.

Rhythm Swipe Game – (projectrhythmswipe.netlify.app/) / (github.com/FrancisTR/Rhythm-Swipe)

Utilized: HTML, CSS, JavaScript, p5.js, Java.

- Created a 2D rhythm game where the character moves synchronously with the beat while collecting gems.

Bombocabulary Game – (jngwlm.csb.app/) / (github.com/FrancisTR/Bombocabulary-Game)

Utilized: HTML, SASS, JavaScript, ReactJS, Bootstrap, API Integration.

- Built a word-guessing game that integrates a dictionary API to display word definitions and lexical categories.

BubbleChat App – (github.com/FrancisTR/BubbleChat-App)

Utilized: Python, HTML, CSS, JavaScript, Flask, Bootstrap.

- Developed a real-time local chat application that enables a secure communication between users on the same network.

ADDITIONAL

Technical Skills: Python, Java, JavaScript, HTML, CSS.

Other Skills: SASS, Flask, Bootstrap, ReactJS, p5.js, Salesforce, Visual Studio Code, Godot, Slack, Jira.

Awards: St. Thomas ITS Award Nominee (2023), Delta Epsilon Sigma Honor Society (2024).

Hobbies / Interests: Co-Founder & Game Producer of an indie team “Sandboa Team”, Video Editing, Pixel Art.