

# KHANG TRAN

KHANGVT.WEEBLY.COM

IRVINE, CA, 92620

626-863-6773

KHANGVT6@GMAIL.COM

## SKILLS AND CERTIFICATIONS

---

**Programming Languages:** C#, Swift, Objective-C, HTML/CSS, Javascript, Java

**Software:** Visual Studio, XCode, SourceTree, Microsoft Office, AWS, Jira, Confluence, Splunk Cloud, Unity

**Certifications:** 70-483 Programming in C#, DVA-C01 AWS Certified Developer Associate, 70-461 Querying Microsoft SQL Server 2012/2014

**Languages:** English, Vietnamese, Mandarin

## TECHNICAL EXPERIENCE

---

### Tallan, Inc.

Santa Ana, CA

Software Consultant

July 2016 – Present

- Implement software projects for clients using technologies such as AngularJS and ASP.NET
- Coordinate with project members and stakeholders by following Agile methodologies
- Develop and deploy bug fixes for TRAX internal websites with AngularJS and .NET
- Mentored two trainees, monitored and reviewed their performance for two months each
- Constructed an e-commerce website over three weeks using HTML/CSS, .NET MVC, and Entity Framework

Mobile Developer (iOS) for Experian Consumer Services

Jan. 2018 – March 2019

- Worked on two highly rated and successful iOS apps, Experian Credit Report and Experian IdentityWorks
- Developed front-end app screens and back-end web services using XCode with Swift and Objective-C
- Key developer on revenue growth features such as Credit Card Billing, Experian Boost, and CreditMatch
- Collaborated with developers and product owners to plan requirements for consistency and effectiveness
- Conducted manual testing to ensure customers continue to receive the best apps possible

QA Engineer for Experian Consumer Services

Dec. 2016 – Jan. 2018

- Developed automated tests for webpage UI and API acceptance testing in Java with Serenity BDD
- Designed and conducted manual tests for web UI features and data integration
- Created documentation for test cases and defects with Confluence and Jira
- Communicated with multiple development teams to resolve defects and coordinate testing efforts

### Video Game Developers Club

Irvine, CA

Developer, Project Lead

Jan. 2012 – June 2016

- Collaborated with teams of 4-8 students from various majors to create games during the school year
- Designed, implemented, and playtested game mechanics using Unity3D and Unreal 4
- Facilitated and archived weekly team meetings using Google Drive and Trello
- Competed in 6 GameJams, weekend-long team competitions to create themed games as quickly as possible

### Girls Make Games

San Francisco, CA

Camp Counselor for Team Mochi Cat

June 2015 – July 2015

- Assisted in planning, designing, and organizing Feral, a 2D top-down RPG made with Stencyl in Java
- Achieved top 5 out of 38 games developed by 19 camps and reviewed by industry professionals
- Guided a team of 4 girls ages 8 through 13 through game development and basic programming
- Collaborated with professional guest artists and musicians to improve core game features

## EDUCATION

---

University of California, Irvine

Graduated June 2016

Bachelor of Science, Cum Laude, in Informatics, Minor in Information and Computer Sciences

GPA: 3.76

- Dean's Honor List: Fall 2012 – Spring 2016