ANDY TRAN

SOFTWARE ENGINEERING STUDENT

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EDUCATION

BACHELOR OF SCIENCE
MAJOR in Software Engineering

Schulich School of Engineering,
University of Calgary, *Calgary, AB*
(Sept 2017 – Present)
Expected January 2023

SKILLS

- ⬦ Ability to communicate complex ideas so they are easily and well understood.
- ⬦ Adaptable and eager to consistently make mistakes and learn.
- ⬦ Solution oriented mindset.

TECHNOLOGIES

- ⌑ C/C++
- ⌑ Java
- ⌑ Web Development Stack
- ⌑ SQL
- ⌑ Git
- ⌑ Linux, MacOS, Windows

HOBBIES

- ⬦ Weightlifting
- ⬦ Video Games
- ⬦ Music Festivals
- ⬦ Cars

SOFTWARE PROJECTS

UniversiTea   *Feb 2020 - Apr 2020*

- Group project done using **Node.js**, **Vue.js**. **HTML**, **CSS**, **JavaScript**, **SQL**.
- Web application that allows students to post confessions to forums, comment on posts, and start reply chains.
- Worked with group members to design the web application's architecture and database management system.
- Implements microservices, MVC, event sourcing, CQRS, and RESTful APIs.
- Worked on comments microservice, writing methods that follow RESTful API and ensured CQRS architecture is properly implemented and functional.

Animal Rescue   *Sep 2019 - Dec 2019*

- Group project for a database course written in **HTML**, **CSS**, **JavaScript**, **PHP**, and **SQL**.
- Full-stack development for a website made to manage all aspects of an animal shelter.
- Lead the team and helped group members get development environments set up and ensured members had tasks to do.
- Developed back-end of the website, connection to database, and some front-end.

JRPG-Style Game   *Nov 2019 - Nov 2019*

- Dedicated a week non-stop to write a solo passion project in **Java**.
- Game inspired by the old Final Fantasy series; turn-based games.
- Extensive research on game-code standards to understand intricacies of game design.
- Gained experience with project development and the difficulties of how ideas come to life.