

Vivian Tran

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EDUCATION

B.A. in Computer Science and Japanese Language

University of Colorado, Boulder

August 2016 - May 2020

Cumulative GPA: 3.6/4.0, Dean's List

SKILLS

Art: Clip Studio Paint, Adobe Photoshop

Design: Adobe Illustrator, Adobe Premiere Pro, Figma, Sketch, Balsamic

Programming Languages: C++, Java, Python, JavaScript, LaTeX

Technologies: HTML, CSS, Bootstrap, React, Angular, SQL, Postgres, Git, Atlassian Tools

EXPERIENCE

Freelance Digital Media Creator

June 2013 – Present

- Collaborated with multiple entertainment and digital product companies to produce promotional illustrations and video for their platform and product. *Clients: Crunchyroll, RoosterTeeth, Yostar, Xp-Pen, Pixiv, Mihoyo, Asobimo etc.*
- Designed the character *Sera Alba* for Sony Japan and Helixes' first generation of virtual streamers and provided extra illustrations for the streamer's content.

Founder, Kaneblob Illustrations • <https://kaneblob.wixsite.com/kane>

June 2017 – Present

- Founded an ecommerce brand selling lifestyle goods such as pins, apparel, stationary and more.
- Actively marketing artwork through social platforms to increase viewing traffic to my websites; 116k Instagram, 131k Twitter, 100k Pixiv, 60k Facebook followers.
- Managing an online store, creating products with international suppliers, handling shipping logistics, documenting revenue and expenses, and selling at multiple in-person events to provide customers a variety of opportunities to access my products; over 75k in revenue within its lifetime.

Software Engineer I – Sierra Nevada Corporation

January 2020 – Present

- Developed a new UI that provides more efficient interaction for operators in the Navy using the QT library in C++, and Balsamic for simple wireframes.
- Added and upgraded features within expected deadlines and fully tested functionality with the Systems/QA engineers.
- Ensured JIRA tickets are well documented with context of the fix or feature and the developer's approach to the solution; effectively improved sprint organisation and communication with other developers.
- Bug fixed any issues that would be mission critical to operators and ensured the fixes were well tested for all cases before delivery of our product.

CS Course Assistant – University of Colorado, Boulder

August 2019 – May 2020

- Taught over 200 students the basic foundations of programming, algorithms, syntax and problem solving for assignments written in C++ and Python.
- Hosted office hours with an average of 70 students per week, planned review sessions and coding workshops, aided Teaching Assistants during recitations and proctored exams.
- Actively improved teaching methods and curriculum by receiving feedback from students, which lead to an average increase of 5% in homework scores.

PROJECTS

Color Climber - HackCU Project

February 2020

An IOS and Android app that processes rock climbing images pixel-by-pixel and returns the image with color overlays to map the holds and display specific routes for colorblind users.

- Technologies: Angular Typescript and NativeScript.
- Provided input on the image processing function, which included retrieving RGB values and translating to HSV values, normalising similar color values and isolating color holds from the background.