TANNER TRAN

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EDUCATION

California Polytechnic State University, San Luis Obispo, Computer Science (B.S.)

June 2025

Folsom Lake College, Computer Science (B.S.)
Cumulative GPA: 3.785 | President's Highest Honors List **May 2022**

Relevant Coursework: Data Structures, Discrete Structures, Interactive Entertainment Engineering, Intro to Software Engineering, Object Oriented Programming, Systems Programming, User-Centered Interface Desg/Dev

PROJECTS

Gamification for Enhancing Rhythm-Reading – San Luis Obispo, CA **September 2024 – March 2025**
- Senior research project that led an IRB-approved research study comparing a novel, rhythm-based video game to traditional worksheet practice among music students, aiming to determine if gamification offers a more effective approach to developing rhythmic skills over traditional methods.
- Managed study design, recruitment, data collection, and developed a program to analyze pre- and post- test performance quantifying rhythmic improvement on 47 Cal Poly music students.

Leasify (Software Engineering Project) – San Luis Obispo, CA **March 2024**
- Developed a web application built with Next.js, Prisma, and designed with Figma to streamline the search of finding subleasing housing tailored for Cal Poly students.
- Crafted and implemented logos and landing pages in JavaScript and CSS and contributed to conceptualizing and designing different user pages such as the login screen and property pages.

Xpire (UC Santa Barabara Hackathon, SB Hacks X Submission) – Santa Barbara, CA **January 2024**
- Utilized React.js, Vite, CSS, and Typescript for front-end development on an interactive kitchen web application that keeps track of kitchen ingredients and notifies users when they are about to expire.
- Created front login page and other components in the dashboard such as the profile page with React Bootstrap.
- Designed different mockups for Xpire, ensuring a better visual representation of the app.

Yelp Success Analysis (Distributed Computing Project) – San Luis Obispo, CA **July 2023**
- Developed a Yelp JSON parser utilizing the Apache Spark software to discern trends across businesses in the U.S.
- Employed Java in Jupyter Notebook to parse attributes such as handicap and pet accessibility to find the correlation between average star rating and review count. This analysis provided further insights into factors that influence business success.

SKILLS

- **Languages:** C++, C, HTML, CSS, Git, x86 Assembly, & ARMv8 A64 Assembly, Java, Python
- **Applications/Frameworks:** Figma, Microsoft Office, Microsoft Excel, Next.js, PowerPoint, React.js, React Bootstrap, Visual Studio Code, Visual Studio 2019

EXPERIENCE & COMMUNITY SERVICE

Care Provider
In Home Support Services (IHSS) – Sacramento, CA **May 2020 – September 2022**
- Provided in home care for the elderly such as primary care, and medication management.
- Ensured the safety and well-being of patient by completing tasks to enhance the patient's quality of life.

Church Volunteer Musician
St. John the Baptist – Folsom, CA **November 2018 – March 2021**
- Orchestrated and leaded the violin section of local church music choir.
- Conducted weekly rehearsals prior to mass and collaborated with the four other violinists, teaching them better techniques on how to execute and refine pieces.

Taco Bell Team Member – Folsom, CA **June 2018 – March 2020**
- Ensured smooth opening of the store and preparing food needed for the day.
- Contributed skills as a front cashier, operated the drive-thru, and was an important part of the food production line to maintain efficiency and customer satisfaction.