

# Dylan Tran

714-786-0876 | [dylanbt928@gmail.com](mailto:dylanbt928@gmail.com) | [linkedin.com/in/dylantran928](https://linkedin.com/in/dylantran928) | [github.com/DylanBT928](https://github.com/DylanBT928) | [dylantran.xyz](https://dylantran.xyz)

## EDUCATION

**University of California, Irvine (UCI)**

*Bachelor of Science in Computer Science*

Sep 2024 – Jun 2028

*Irvine, CA*

## TECHNICAL SKILLS

**Languages:** C++, Python, Java, TypeScript, JavaScript, HTML/CSS

**Frameworks & Development:** React, Node.js, REST APIs, OpenGL, Firestore Firebase (Auth, Firestore)

**Cloud & DevOps:** AWS (S3, Lambda, API Gateway, DynamoDB), IAM, Serverless Architecture

**Tools & Concepts:** Git, Linux, CMake, Vim, Figma, Agile, OOP, Algorithms, Debugging, TDD, Google Test

## EXPERIENCE

**Co-Founder & Lead Software Engineer**

May 2025 – Present

*Arqyn*

*Irvine, CA*

- Co-founded Arqyn, a remote-first developer collective of 20+ members dedicated to designing and launching innovative tech projects across web and mobile platforms.
- Architected and implemented scalable front-end components in React Native and TypeScript, integrating Firebase Auth, Firestore, and REST APIs to deliver secure, cloud-backed user experiences.
- Led end-to-end development of Recall Scanner, a React Native app leveraging the FDA's recall API to provide real-time product safety alerts and improve consumer protection.
- Collaborated with a global team of developers and designers, running asynchronous code reviews and maintaining documentation and GitHub workflows.

**Software Developer Fellowship**

May 2025 – Present

*UCI Information & Computer Science Student Council (ICSSC)*

*Irvine, CA*

- Completed 10+ asynchronous units on modern stacks (TypeScript, GraphQL, Git workflows, React Hooks), enhancing full-stack proficiency through hands-on labs and real-world projects.
- Gained hands-on experience through mock projects and labs focusing on frontend frameworks and backend APIs.
- Collaborated with fellows through GitHub PRs and code reviews, simulating professional development workflows in a team-based agile environment.

**Cybersecurity Team Lead**

Sep 2023 – Apr 2024

*Air & Space Forces Association CyberPatriot*

*Westminster, CA*

- Achieved Gold Tier Placement in the CyberPatriot State Competition (top 20%) by leading a 3-member team and resolving 30+ security vulnerabilities across Windows and Linux systems.
- Improved system hardening and threat mitigation by configuring Cisco networks with subnetting, routing, and wireless access controls in a virtualized environment.
- Scored full marks in forensic rounds by answering live security queries under time pressure, demonstrating quick decision-making and deep technical knowledge.

## PROJECTS

**CareBox** | *TypeScript, React, Firebase, Leaflet, Figma*

- Built a mobile-friendly Progressive Web App to help users track health products and receive refill reminders.
- Integrated Leaflet with OpenStreetMap APIs to provide live clinic search and map-based filtering.
- Implemented Firebase Auth and Firestore to securely store per-user inventory and usage data.

**ZotPlanner** | *TypeScript, React, AWS (S3, Lambda, DynamoDB, API Gateway), Figma*

- Engineered a full-stack planner that parses course syllabi and schedules assignments with reminders.
- Reached 10+ users with a React frontend featuring file upload UI integrated with API Gateway.
- Used AWS Lambda and Bedrock to extract due dates from PDFs and store structured results in DynamoDB.
- Selected for research analysis by the University of Nebraska-Lincoln on typed open-source codebases.

**Raycasting** | *C++, OpenGL, GLFW*

- Created a first-person 3D engine using 2D raycasting logic, supporting smooth camera and wall collision.
- Designed procedural maps and debugging features (minimap, ray debug view) to aid development.
- Implemented physics-aware player movement, frame rendering, and scene drawing via OpenGL.