

Dylan Ba Tran

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Education

University of California, Irvine (UCI)

Sep 2024 - Jun 2028

Bachelor of Science in Computer Science

GPA: 3.43

Coursework: Programming in Python, Programming in C/C++, Discrete Structures, Probability & Statistics, Linear Algebra

Technical Skills

Programming Languages: C++, Python, Java, TypeScript, JavaScript, HTML, CSS

Frameworks & Development: React, Node.js, REST APIs, OpenGL, AWS Lambda, SQLite, Database Design

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

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

Experience

UCI Information & Computer Science Student Council (ICSSC)

May 2025 - Present

Software Developer Fellowship

Irvine, CA

- Participate in a web development fellowship focused on Git, GitHub, the terminal, and full-stack fundamentals.
- Build web projects using HTML, CSS, JavaScript, and React with responsive design and API integration.
- Learn modern technologies including REST, GraphQL, and TypeScript through asynchronous units.
- Engage in professional development activities including resume building, LinkedIn optimization, and interview prep.

KC Aerotech

Sep 2022 - May 2025

CNC Machine Operator

Garden Grove, CA

- Optimized CNC machine operations, **reducing production time by 15%** through precision calibration and tooling adjustments.
- Achieved **100% accuracy** in interpreting technical blueprints, minimizing material waste and ensuring compliance.
- Collaborated with engineers to streamline workflows, maintaining **on-time delivery for all orders**.

Air & Space Forces Association CyberPatriot

Sep 2023 - Apr 2024

Team Lead

Westminster, CA

- Led a 3-member team in securing **Windows, Ubuntu, and Debian systems**, earning **Gold Placement** in the CyberPatriot State Competition.
- **Hardened critical services**, mitigated vulnerabilities, and removed malware to enhance security.
- **Configured virtual networks** with **Cisco Packet Tracer** (subnetting, IP addressing, and wireless routing).
- Conducted **forensic analysis** and addressed **security queries** during competition rounds.

Projects

[ZotPlanner](#) | TypeScript, React, AWS, DynamoDB

- Built a full-stack syllabus planner using **AWS S3, Lambda (Bedrock), DynamoDB, and API Gateway**.
- Developed a responsive **React** frontend with file upload and integrated a serverless backend via **REST API**.

[Raycasting](#) | C++, OpenGL, GLFW

- Created a 3D raycasting engine in **C++** using **OpenGL** and **GLFW** for map rendering and wall detection.
- Implemented map rendering, raycasting for environmental awareness, and player movement with physics.

[Chess Engine](#) | Python, Pygame

- Developed a chess engine using **Python, Pygame**, and the **python-chess library** with custom icons designed in **Figma**.
- Implemented game logic, legal move handling, and visual rendering of chessboard and pieces.