Kevin Ngoc Tran

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SUMMARY

I am a Senior **Computer Science** student at Texas A&M University seeking a **software engineering or IT internship/co-op**. Experienced in **full-stack development, team leadership, and Agile workflows**, with a drive to solve technical problems early and grow within an organization. I am passionate about building practical, user-focused software and eager to contribute to teams where I can make a meaningful impact.

SKILLS

Programming Languages: Python, C++, Java, JavaScript, GML, HTML, C#
Frameworks & Libraries: React, Next.js
Tools & Technologies: PostgreSQL, Git & GitHub, VS Code, NetBeans, Google Suite, MS Word, Excel, PowerPoint

- Team Leadership
- Code Review & QA
- Agile Methodology
- Project Management
- Problem Solving
- Backend Development
- Technical Communication
- Database Design

ACADEMIC DETAILS

Texas A&M University, College of Engineering, College Station, TX
Bachelor of Science in Computer Science **Expected May 2027**
• GPA: 3.84 / 4.00

PROJECTS

Goal Scheduler – Aggie Coding Club | https://github.com/kevinngoc2005/Personal-Scheduler **May 2025 – Current**

- Designing a Java desktop scheduler with nested modules, tasks, subtasks, and calendar views as a solo developer
- Architecting a normalized SQLite schema with four foreign-key-linked tables modeling the nested data hierarchy
- Engineering a DAO that decouples database operations from the Swing UI through dedicated query methods
- Programming monthly, weekly, and daily calendar views over date-scoped task data with drill-down navigation
- Building the application using Java, SQLite, and JDBC in NetBeans IDE as a solo developer

Type Mania – Aggie Coding Club | https://github.com/kevinngoc2005/TypeMania **July 2024 – January 2026**

- Designed and developed a speed-typing game in Java that generates random words and quotes while tracking WPM in real time
- Engineered multiple game modes with user-facing customization options and performance optimization settings
- Implemented file I/O for loading word lists and quote databases to support dynamic content generation across game modes
- Designed the user interface with real-time visual feedback on typing accuracy, speed, and error tracking
- Built the full application using Java in NetBeans IDE as a solo developer

Restaurant POS System – Aggie Coding Club | https://project-3-gang-x0.onrender.com/ **August 2025 – December 2025**

- Served as both project manager and backend developer on a team of 6 building a full-stack bubble tea ordering system
- Authored SQL queries for database operations, which include order processing, menu management, and reporting
- Coordinated Agile sprints, managed the product backlog, and led daily standups to keep the team on schedule
- Tested feature implementations and reviewed pull requests, resolving merge conflicts to maintain code quality
- Developed checkout, cart, and kitchen UI components with role-based admin access for managers and employees
- Built the frontend in React and the backend in Next.js, with PostgreSQL handling database management

WORK EXPERIENCE

Student Technician – Texas A&M College of Pharmacy, College Station, TX **February 2025 – Current**

- Publishing and editing class recordings while performing quality checks to ensure accessibility standards
- Maintaining departmental hardware including computers, tablets, printers, and peripheral devices
- Setting up and proctoring exams while assisting students with technological problems to minimize disruptions during assessments
- Resolving IT support tickets (password resets, account recovery, software config) for pharmacy faculty, staff, and students
- Building and administering Canvas course pages for RCOP's classes — module setup, content, gradebook configuration

Undergraduate Researcher – Texas A&M University, UrbanResilience.AI Lab **August 2026 – Current**

- Building held-out evaluation datasets and grading protocols for Disaster Sentinel, an agentic system that monitors federal river-gauge and weather feeds to flag county-level flood risk
- Auditing 78 existing event corpora to document data provenance and classify each as reusable development data or spent test data
- Assembling new flood events into replayable datasets with Python tooling, verifying values against USGS gauge and NWS sources
- Applying outcome-blind selection and a frozen, hash-verified protocol to keep model evaluation reproducible and tamper-evident
- Contributing through a Git branch-and-pull-request workflow with peer and project-lead code review on a multi-track research team

CAMPUS ORGANIZATIONS

Aggie Coding Club – Texas A&M University, Member | https://www.aggiecodingclub.com/ **August 2024 – Current**

- Contributing to team-based software projects including a full-stack POS system and a typing game
- Assisted incoming members with available projects, resources, and issues regarding club events

Texas Aggie Game Developers – Texas A&M University, Member | https://tagdigda.wixsite.com/gamedev **August 2023 – Current**

- Developing an independent game project (Dungeon Divers) through the club's project framework
- Assisted in introducing Game Maker Studio and GML syntax to incoming members