

# Danny Tran

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## Experience

### NTT Data

Arlington, VA  
April 2019 - Ongoing

### Software Development Senior Specialist

Developed software leveraging a Microsoft Dynamics backend; integrating plug-ins, workflows, and server side code to the front end application. Had senior role in front-end software architecture, using Angular, NgRx, and Tailwind integration with a .Net backend. Created PWA with GatsbyJS and a headless CMS for content.

### General Dynamics IT

Arlington, VA  
December 2018 - April 2019

### Front End Developer

Developing websites with HTML, CSS, JavaScript, SharePoint and Vue.js

### Matrix Group International

Arlington, VA  
March 2016 - December 2018

### Front End Developer

Developed websites for clients using HTML, CSS, JavaScript, PHP, Wordpress, Sitefinity, Gulp, SCSS, Webpack, Vue.js to build front end of large sites for trade associations and professional society associations. Communicated technical issues to clients and management to ensure understanding of capabilities and limitations of chosen technology. Developed backend tools to allow clients to add content to their site without coding knowledge.

### Branch Technical Services

Vienna, VA  
October 2015 - January 2016

### Commercial Web Developer

Developed websites for clients using HTML, CSS, JavaScript, and Wordpress. Assisted in debugging iOS app written in Objective-C. Created and animated SVGs on a webpage using CSS.

### U.S. Committee for Refugees and Immigrants

Arlington, VA  
January 2015 - October 2015

### Web Developer Intern

Developed a SharePoint intranet site for employees across six locations. Created pages to fetch documents, access specific department team sites, and get employment information using SharePoint, Photoshop, and Brackets. Assisted in tech set-up around the office and at the USCRI National Network Conference 2015; set-up projectors, slide-shows, speakers, microphones, laptops, and printers.

### Mason Game & Technology Institute

Fairfax, VA  
July 2014 - April 2017

### Lead Instructor

Taught Introduction to Game Design to children ages 9-13 and 14-18 at George Mason University. Created curriculum with topics ranging from ludology, Gamestar Mechanic, Construct 2, Unity 3D, Photoshop, to 3D Studio Max.

## Education

### George Mason University

Bachelor of Fine Arts in Computer Game Design  
Graduated May 2013, GPA 3.642

## Skills

### Web

HTML/CSS  
JavaScript  
jQuery  
SCSS  
Webpack

Vue.js  
Wordpress  
Sitefinity  
SharePoint  
Gulp

### Editing

Photoshop  
Illustrator  
InDesign  
After Effects

### Other

VS Code  
Git  
Agile  
VSTS  
Azure Devops