

William Trantan

San Jose, CA | 408-831-8917 | wtrantan@gmail.com

<https://www.linkedin.com/in/wtrantan/> | <https://github.com/wtrantan>

Languages and Technologies

Proficient: JavaScript, TypeScript, Python, SQL, SQLite, Flask, Git, React, Node.js, Express, Next.js, C++, C, RESTful API, Bootstrap, Tailwind, Material UI, Three.js, Docker, HTML, CSS

Exposure: MongoDB, Java, Dart, Flutter, Arduino, Firebase, Godot

Languages: Fluent Vietnamese, Fluent English, Conversational Spanish

Professional Experience

CITRIS and the Banatao Institute | Remote

May 2025 - August 2025

Full-Stack Developer Intern

- Developing a media web platform with Tiny Health Tales and tooling for creation of health flyers
- Designing accessible **UI/UX** and **MERN** for efficient storage of media
- Participating in CITRIS workshops focused on professional skills, tech innovation, and public-interest technology

X10e | Remote

January 2025 - May 2025

Full-Stack Developer Intern – LLM Model for Health Data

- Developed an AI-powered mobile health assistant integrating simulated biosensor data with a **LLM**.
- **Collaborated in an agile environment** to build a **retrieval-augmented generation (RAG)** pipeline using **AWS** to analyze biomarkers from over 20 biofluid and cardiac research papers
- Delivered a cross-platform app using **Flutter** with real-time health data visualization and multi-device support.

Tiny Health Tales | Remote

December 2023 - August 2024

Frontend Web Developer (Freelance) – Health Outreach Platform

- Designed and developed a responsive website from scratch using **React** and **TypeScript** to support health education outreach
- Produced user-friendly interfaces to improve accessibility and navigation reaching ~40 users in the San Joaquin Valley
- Collaborated with team members to prepare the platform for future media integration and content delivery

Igniteducation | Remote

November 2020 - July 2021

Frontend & Mobile Web Developer Intern

- Redesigned and optimized the company website using **HTML**, **CSS**, **Bootstrap**, and **WordPress**, improving mobile responsiveness and layout consistency by 30%
- Enhanced mobile accessibility by adjusting visual elements and layout for smaller screens
- Utilized **Photoshop** to redesign logos, convert images to grayscale, and enhance visual consistency across pages

Projects

Chat and Chill | https://github.com/wtrantan/cse108_project_shooter_game

April 2025 - May 2025

- Built **winter-themed multiplayer game (Socket.IO, Express.js, SQLite)** with real-time chat, snowball throwing, **supporting 8 concurrent players**.
- Implemented rarity-based fishing and shared, randomly generated lobbies.

KarimeRank | <https://karime-rank.vercel.app/>

July 2024 - August 2024

- Developed **dynamic, responsive UI/UX (React, JavaScript)** for K-pop idol card ranking web app using Elo system.
- Implemented interactive visual effects; **integrated data from ~10,000 daily high-volume API requests**.

Education

University of California, Merced | Merced, CA

August 2021 - May 2025

B.S in Computer Science and Engineering | GPA: 3.787

- **Relevant Coursework:** Data Structures, Computer Organization and Assembly Language, Algorithms and Design, Computer Visions, Circuit Theory, Human-Computer Interactions, Database Systems, Full-Stack Web Development, Software Engineering
- **Awards:** Dean's Honors List, Chancellor's Honors List, High Honors