



Dap Tran

**Senior Software Engineer
AiRANACULUS**

Dap Tran is a self-taught software developer with experience working with a broad range of software technologies mainly focusing on modern web development and UI. He started his practice of software development at the young age of 13 and over the course of many years honed the skills necessary to develop rich and complex software ranging from data processing pipelines, to web services, to video game engines. Using an exploratory approach to learning, Dap has acquired many technical, software and designing skills which he demonstrates in the projects he takes on.

Prior to AiRANACULUS Dap worked as a free-lance developer working with a wide variety of clients each with unique needs. Much of his free-lance work was in creating user-interfaces, automating priorly manual tasks and data processing services. He has also worked on many personal projects including chat bots for a couple popular IM platforms, physical simulations based on mathematical modeling, explorations in spatial algorithms, procedural generation, and an 3D game engine designed for the browser. He is constantly seeking to apply his technical skills in a meaningful and practical way and is currently pursuing a B.S in Biomedical Engineering, aiming for a masters in BME with a focus on neuromuscular interfaces for prosthesis.

Dap is an expert in server-side and client-side JavaScript and has experience working in many other programming languages such as Python, Ruby, MATLAB, and C++. Dap has also made extensive use of databases such as MongoDB and Redis, prioritizes writing design and technical documentation using languages like Markdown and LaTeX and diagramming tools such as Draw.io and Figma, and has worked heavily with cloud computing technology using AWS.