

# Andrew Tran

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Personal Website: <https://andrewtran03.github.io/>

LinkedIn (with GitHub Link): <https://www.linkedin.com/in/andrew-tran-a15760205/>

## EDUCATION

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**Virginia Polytechnic Institute and State University (Virginia Tech)** | Blacksburg, VA

**Spring 2024**

*B.S., Computer Science / Minor: Mathematics*

*Cumulative GPA: 4.00 / 4.00 | In-Major GPA: 4.00 / 4.00*

**Relevant Courses:** Computer Systems, Cloud Software Development, Android Mobile Software Development, Data Analytics and Visualization, Intro to Database Management Systems, Comparative Languages, Data Structures and Algorithms, Software Design and Data Structures, Computer Organization I/II, Formal Languages and Automata Theory, Cloud Computing: Infrastructure and Services (NVCC)

## SKILLS

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Java, Python, C, Kotlin, HTML, CSS, JavaScript / TypeScript, XML, SQL, Three.js, Vite, MongoDB, Express.js, Node.js, React.js, Angular, R (Limited), x86-64 / RISC-V Assembly, Git, Visual Studio Code, Eclipse, Android Studio & Jetpack, Jupyter Notebook, Linux / MacOS / Windows, Microsoft Office, MatLab, SOLIDWORKS

## EXPERIENCES

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**Zeta Associates Inc. Internship** | Fairfax, VA

**May 2022 – August 2022**

*Software Developer Intern*

- Developed a basic understanding of Kubernetes Clusters and Linux Containerization.
- Researched and implemented the newest applications of Unikernels, a specialized, single-address space machine image created by using only required OS libraries to reduce file size and increase performance.
- Designed a containerized DSP Spectrogram Application (with audio-processing functionality) on a Kubernetes Cluster using Three.js, a JavaScript Library / API used for rendering 3D computer graphics on Internet browsers.

**Undergraduate Teaching Assistant** | Blacksburg, VA

**January 2022 – Present**

- **CS 3714 (Spring 2023):** Developing mobile applications on the Android platform in the Kotlin Programming Language with emphasis on GUI, Model-View-ViewModel Design Pattern, Fragments, Navigation, Coroutines, Persistence and Internet, Services, Background Receivers, Location and Sensors, and Touch & Graphics.
- **CS 2114 (Fall 2022):** Focusing on Java paradigms, basic OOP principles, and applying data structures such as Stacks, Queues, LinkedLists, ArrayLists, and Binary Search Trees into medium-scale Java software programs.
- **CS 1064 (Spring 2022):** Introducing the Python programming language's concepts.

**Undergraduate Research Assistant** | Blacksburg, VA

**August 2022 – January 2023**

- Researched into the topic of Data Freshness and Age of Information Optimization, a method focused on utilizing non-linear functions to analyze and optimize data network packet transfer.
- Beneficial towards increasing accuracy of data collection and visualization.

**Society of Asian Scientists and Engineers (SASE) -- Webmaster** | Blacksburg, VA

**May 2022 – May 2023**

- Developed and maintained Virginia Tech SASE Chapter's Website: <https://sase-vt.org/>.
- Generated Google Forms to track attendance at all SASE events for the Fall and Spring Semester.
- Performed annual data analytics using Google Sheets for the Virginia Tech SASE chapter, reporting statistics on member demographics & diversity along with member event attendance trends throughout the past academic year.

## PROJECTS

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We Suck at Cooking Club Mobile App (Kotlin), Auditory Assistant (HTML, CSS, React.js), VT Alerts Forwarding Discord Bot (Python), Twitter Activity Data Analysis (Python / Jupyter), Graph Theory: Cycle Detection Program (Java)

## HONORS & EXTRACURRICULARS

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VT President's List, VT Dean's List, Long Nguyen and Kimmy Duong Foundation Scholarship, Lockheed Martin STEM Scholar, AWS In-Communities Scholar, Society of Asian Scientists and Engineers (SASE), Vietnamese Student Association (VSA), Google Developer Student Club (GDSC), Galipatia Academic Living Learning Community (LLC)