Artemis Tran
Software Engineer

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Skills:
Python, TypeScript, Go, C/C++, React, HTML
CSS, REST API, SQL, Cypher, Node.js, Docker

LinkedIn: artemistran03
Github: Artemis-Tran
https://artemis-tran.github.io/

EDUCATION

University of California, Los Angeles — Los Angeles, CA
Bachelor of Science, Computer Science — 2021-2025
- University Cumulative GPA: 3.3
- Relevant Coursework: Data Structures, Algorithms and Complexity, Computer Networking

WORK EXPERIENCE

Layup Parts — Huntington Beach, CA
Software Engineering Intern — June 2025 - Sept 2025
- Implemented new features for an internal-facing **web application** using **React**, **TypeScript**, and **CSS**, streamlining workflows for machinery monitoring and reducing manual inputs by **50%.**
- Designed **RESTful APIs** in **Go** to interface with a **Neo4j** database, writing optimized **Cypher** queries that reduced query execution time by **15%** and improved backend responsiveness.
- Applied **UI/UX** updates that consolidated multi-page views into a single streamlined interface, eliminating repetitive manual workflows for technicians and reducing load times by **60%.**
- Built a real-time telemetry dashboard for a CEAD 3D printer using **Pub/Sub architecture** and **MQTT**, cutting manual data entry by **33%** and reducing reporting latency by **25%.**
- Introduced frontend testing using **Cypress** and implemented automated test suites, increasing code coverage by **50%** and improving bug detection by **40%** before release.

SimpleHuman — Torrance, CA
Software Engineering Intern — July 2023 - Sept 2023
- Setup a daily integration with multiple APIs to ensure databases all in sync, reducing unnecessary operations by **10%**
- Engineered a marketing campaign portal with automated template and image generation, integrating **AWS S3** for asset storage and reducing campaign creation time by **20%.**
- Implemented automated click-tracking and engagement reports, refreshing every hour, which reduced reporting delays by **66%** and allowed marketers to quickly iterate on campaign messaging.

PROJECTS

Wii Tanks Replica — Apr 2024 - June 2024
- Recreated Wii Tanks from scratch purely with **JavaScript** and the **Tiny Graphics** library
- Engineered physics-based **collision detection** using **AABB** for tanks, bullets, and obstacles
- Designed AI enemy pathfinding with the **A*** algorithm for smart navigation and shooting

Computational Biologists' Society Hackathon — Los Angeles, CA
Lead Engineer — Dec 2023 - Jan 2024
- Led development of a Python-based neural network using **PyTorch** to predict DNA accessibility.
- Engineered a scalable pipeline to process over **270,000** sequences and validated results with real-world testing.
- Optimized model parameters for accuracy—correctly classifying **5,000+** sites out of 10,000

OTHER

Interests: Technology, Tennis, Reading, Cooking, TV, Running, Game Development, Rock Climbing, Pickleball