AUSTIN MINH TRAN

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EDUCATION

B.S., Computer Science Graduating June 2023
University of California, Irvine 3.4 GPA
(Donald Bren School of Information and Computer Sciences)
Relevant coursework: Data Structures and Algorithms, Machine Learning, Statistics, Database Management,Operating Systems, Computer Networks, Discrete Math, Principles of System Design, Computer Vision

TECHNICAL SKILLS

Programming Languages: Python, C++, C, Javascript (React, Node), SQL, MATLAB, HTML/CSS
Frameworks and Technologies: Git, Linux, Unix, Docker, Node.js/React, Figma, Virtual Machines, Visual Studio, numPy, matplotlib, scikit-learn, Flask, pyTorch, Google Test, pyTest, Scrum/Agile Development

EXPERIENCE

Raytheon Technologies, El Segundo, CA: Software Engineer Intern June 2022 – August 2022

- Created software unit tests using C++ and company libraries to automate radar hardware functionality testing
- Authored technical documents (STP, SDS, HDS) to finalize and document testing requirements
- Updated company internal code libraries to support new radar systems
- Improved test modules to work universally for multiple radar types, resulting in a 3% reduction in runtime
- Developed a user-friendly GUI for the software test software (C++, myform)

True Labs, Irvine, CA: Undergraduate Researcher August 2020 – December 2021

- Assisted in programming imaging algorithms in MATLAB and Python, focusing on improving time complexity and accuracy, resulting in a 2% reduction in runtimes
- Researched new medical imaging techniques to enhance quality of life
- Led weekly team meetings of 3+ to track progress and collaborate on projects

Code for Fun, CA Remote: Coding Instructor June 2021 - May 2022

- Taught K - 8 students mobile app development, scratch, and basic programming logic with python
- Led a team of tutors, providing mentorship and guidance in delivering coding instruction to students
- Collaborated with tutors to create lesson plans and curriculum with Google Suite, ensuring alignment with learning objectives and student needs
- Successfully improved student satisfaction and learning outcomes by implementing innovative teaching strategies and techniques

PERSONAL PROJECTS

PDF AI ChatBot (Python, Flask, OpenAI, LangChain, SQLAlchemy)
Developed a web interface with Flask for users to upload files to a SQLAlchemy database and chat. Using OpenAPI and LangChain, users can then query questions about their specific uploaded files and AI will answer like with ChatGPT,
Minesweeper AI (Python, Git)
Created an AI to solve easy, medium, and hard Minesweeper game boards using different AI classes and methods. Implemented AI strategies to consistently beat the game on every level.

2D to 3D Image Reconstruction (Python)
Analyzed data points from a teapot image to reconstruct corresponding 2D arrays. Generated polygon meshes from image arrays using triangulation and pruning techniques. Manually recreated a 3D model of a teapot using the generated meshes in Meshlab.

Zot Foods, Food Recommendation App (React JS, Node.js, Firebase, Figma)
Developed a fullstack app that recommends food based on user location and cuisine preferences. Created a React app with a Node.js backend and integrated it with Firebase for user authentication. Designed the front end and developed recommendation algorithms based on restaurant distance and user preferences, utilizing Yelp and Google APIs.