An Nguyen Tran

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PROJECTS

Gnar Bot
Java & Kotlin. Project leader and programmer of a full-stack chat-bot that streams music on Discord, an online communications service. Handled several system admin responsibilities for the server. Self-funded project through Patreon.

Thirteen
Rust & TypeScript. An online 4 player implementation of a Vietnamese card game. Used TypeScript for the frontend and Rust for the backend.

Lovecraft-LSTM
Python. Used Tensorflow machine learning library and an LSTM model to generate texts based on Lovecraft. Computed using Google Colaboratory.

EDUCATION

Undergraduate in Computer Science
California Institute of Technology (Caltech) · Pasadena, CA · 2023

FRESHMAN COURSEWORK

CS 1: Computer Science Fundamentals
Computer Science · Python

Ma6a: Discrete Mathematics
Mathematics

CS 2: Intro to Programming Methods
Computer Science · Java

CS 21: Decidability and Tractability
Computer Science · Complexity Theory

CS 3: Intro to Software Engineering (Spring 2020)
Computer Science · C

INVOLVEMENT

Caltech Robotics Team
California Institute of Technology (Caltech) · Software Team Member · October 2019 − Present
Participating in the robotics team's software division. Used Robotic Operating System (ROS) and Unix to enable robots to autonomously complete competition tasks.

ACM-ICPC Competition
Riverside Community College · Competitor · November 2019
Competed in the regionals ICPC programming competition. Placed 31 out of 88 on freshman year.

Computer Science Club
Langham Creek High School · Presdient · 2017 − 2019
Handled meetings, club agenda, and lead discussions on exploratory topics in computer science. Organized and participated in local competitions like HP Code Wars.

Science Olympiad
Langham Creek High School · State Team Member · 2016 − 2019
Participated as a state team member and competed in Science Olympiad invitationals. Specialized in topics such as optics, remote sensing, astronomy, and circuit lab. Won Gold medal in Optics at the Texas Science Olympiad state competition.

SKILLS

Front End: HTML, CSS/SCSS, Javascript/TypeScript

JVM: Java, Kotlin, Gradle

Python, Node.js, Unix, Git, Tensorflow, C & C++