Charlene Tran

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EDUCATION

California State University of Long Beach | Long Beach, CA

Expected Graduation: December 2024

B.S. in Computer Science | **GPA:** 3.8/4.0

Relevant Courses: Software Development with Frameworks, Machine Learning, Artificial Intelligence, Cybersecurity, Software Management and Testing, Database Fundamentals, Object Oriented Application, Operating Systems, Data Structures, Algorithms

TECHNICAL SKILLS

Programming Languages: Python | Java | C# | C | C++ | HTML | CSS | JavaScript | T-SQL | SQL

Databases: Microsoft SQL Server, PostgreSQL, MySQL, MongoDB (NoSQL)

Frameworks/Tools: .NET | React.js | React Native | Flask | Django | Azure | AWS | Microsoft Defender | Git | Github | Jira

EXPERIENCE

Application Developer Intern | BearClaw Gaming (Remote)

September 2024 - Current

- Worked with cross-functional teams in an Agile environment, utilizing Scrum methodologies to manage tasks
- Implement tournament features in **React Native** for mobile development, ensuring smooth integration with backend services using **SQL**, **Django**, and **Python**.
- Managed project workflows and sprint cycles using Jira, consistently meeting deadlines and maintaining clear communication with stakeholders.

Information Security Student Assistant | California State University, Long Beach

June 2024 - Current

- Assisted in identifying and mitigating security vulnerabilities, ensuring compliance with cybersecurity standards
- Conducted third party risk assessments, procedure documentation, and internal processes validation
- Worked with the Security Team to record, track and communicate IT security through active directory and utilized VMware Workstation for **testing** group policy objects

PERSONAL PROJECTS

Emotion Recognition Software

March 2024 - Current

- Designed low and high-fidelity prototypes using Figma to improve user interface and enhance user experience
- Set up and managed tasks using Trello, creating and organizing tickets to ensure smooth project workflow
- Developed and maintained full-stack applications using Python, Supabase, and React Native.

Food Truck Navigation Application

February 2024 - April 2024

- Integrated React.js with custom-built endpoints, using Axios for asynchronous API calls to fetch and display data
- Designed and implemented RESTful APIs in Flask to handle location data, user preferences, and real-time updates

Job Exchange Platform

October 2023

- Engineered a Flask-based web application for a job exchange platform
- Integrated MongoDB to store user/job information and utilized CRUD methods to develop a trade system
- Designed front-end interfaces with HTML, CSS, and JavaScript, ensuring responsive user experience

AWARDS/CERTIFICATIONS

President's Certificate of High Scholastic Achievement

August 2021 - Current

• Earned a place on the CSULB President's Honor List (Fall 2021, Spring 2022, Spring 2023, Fall 2023)

LAHacks 2024 | University of California, Los Angeles Hackathon

April 2024

• Earned first place prize with the best use of the Reflex framework by developing an application aimed at predicting heart disease, showcasing proficiency in incorporating Google's Gemini AI, machine learning models, and APIs