Charlene Tran

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EDUCATION

California State University of Long Beach | Long Beach, CA **August 2021 - Current**

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

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

TECHNICAL SKILLS

Programming Languages: Python | C | C# | C++ | HTML/CSS | Java | JavaScript
Databases: SQL (MySQL, PostgreSQL, Oracle) | MongoDB (Atlas)
Frameworks/Tools: React | Git | Github | VSC
Operating Systems: Windows | macOS | Linux

EXPERIENCE

DubHacks | University of Washington Hackathon | Seattle, WA **October 2023**

- Engineered a Flask-based web application for a job exchange platform (Job For Job) given a 24 hour time constraint
- Designed user interface using HTML, Tailwind CSS, and JavaScript in a collaborative effort
- Integrated MongoDB as the backend database to store user/job information and leveraged the MongoDB Atlas Database to store and manage user data, job details, and chat logs securely in the cloud
- Tested program functionality of the Python based methods using Postman
- Developed a trade system allowing users to propose, edit, and accept or decline job trades with other users

PROJECTS

Daily Quote Web Application **November 2023**

- Developed a responsive and visually appealing web application using HTML, CSS, and JavaScript
- Designed an intuitive user interface with a quote box, author information, and integrated Twitter functionality

Enrollment Tracker **March 2023 - May 2023**

- Worked on back-end development to store information on students' major, class, and section enrollments
- Implemented MongoDB queries and updates to handle deletion constraints for active enrollments
- Developed a mechanism for handling major declarations by students, including validation defined in JSON schemas
- Ensured scalability and flexibility by dynamically fetching and updating data based on user input and MongoDB queries

Dungeon Maze Game **March 2022 - May 2022**

- Developed a text-based dungeon exploration and monster fighting game using Java
- Utilized object-oriented programming principles to create reusable and extensible code components, enhancing maintainability and scalability
- Demonstrated strong problem-solving skills and collaborated effectively with team members to address challenges and ensured an engaging user experience

HONORS/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)

Learning C# Certificate | Linkedin Learning **February 2024**

- Completed a comprehensive online course covering fundamental concepts of C# programming