FONDSON TRAN

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EDUCATION

University of Waterloo   September 2016 - Present
Candidate for Bachelor of Computer Science   May 2020 (Expected)

SKILLS

Programming Languages
Javascript, HTML, CSS, SQL, Python, PHP, C#

Technologies | Frameworks | Tools
Linux, Git, jQuery, React, NodeJS, ExpressJS, Redux, Flask, Native Android

EXPERIENCE

Achievers | Software Development Intern   May - August 2017

- Created multiple crons to automatically send 100+ customized emails based on conditions retrieved from databases using **PHP** and **MySQL**
- Integrated the Giphy API within an image file manager allowing users to search and attach GIFs on their posts using PHP and **React-Redux**
- Designed and implemented private **RESTful API** endpoints to increase internal developers' productivity using PHP and **Swagger**

Statistics Canada | Systems Development Programmer   May - August 2016

- Redesigned and developed a **C#** Windows reporting application from scratch
- Contributed to developing and managing backend **SQL Server** databases and database objects; such as designing schemas, creating stored procedures, and aggregating data into views
- Imported 10,000+ structured XML data entries into SQL Server databases allowing clients to work with updated external data using SQL Server scripts

PROJECTS

Related Anime   github.com/Fondson/related-anime

- Created a website to display media related to an anime series and recommend similar content using **NodeJS**, **ExpressJS**, and **React**
- Implemented an Express API server used by the client-side to securely query and scrape for information
- Updated clients on web scraping progress per API request using **HTML5 server-sent events**

Note Locker   github.com/Fondson/Note-Locker

- Published a **Native Android** lock screen app to conveniently take notes and reminders
- Integrated Firebase's real-time **NoSQL** cloud database to authenticate users and organize notes
- Designed to dynamically update colour schemes based on chosen wallpaper image

Connect Four   github.com/Fondson/Connect-4

- Built a C# implementation of Connect Four with local two-player and computer AI mode
- Implemented the computer AI using the **minimax algorithm** (with alpha-beta pruning)

For more projects in C, Java, and Python, visit *github.com/Fondson*