Fondson Tran

✉ ftran@uwaterloo.ca Fondson Fondson Tran fondson.github.io

Education

University of Waterloo ─ Ontario, Canada — *2nd year*
Candidate for Bachelors of Computer Science — *Expected graduation date ─ May 2020*

Skill Highlights

Programming

- **Java/C#** ─ 2.5 years in class / personal projects
- **Android** ─ 1.5 years for developing apps
- **SQL Server, SQLite** ─ 1 year for apps
- **C/C++** ─ 1.5 years in class / developing apps
- **Python** ─ 1.5 year for scripting
- **PBASIC** ─ 2 years for use with **microcontrollers**
- Version control, Linux, Visual Studio, HTML / CSS
- Working under time constraints (hackathons)

Networking

- Completed Cisco CCNA in-class courses which outline network designs, structure, security, and protocols
- Implemented dynamic and protected networks between end devices in labs with routers and switches

Work Experience

Statistics Canada *Systems Development Programmer* — *May 2016 – August 2016*

- Shared responsibility for the redesign and development of a **C#** Windows reporting application using MVVM architecture, undergoing regular code reviews and business layer analysis
- Contributed to developing and managing back end **SQL Server** databases and database objects
- Imported thousands of XML data entries into **SQL Server** database tables using **SQL Server** scripts
- Wrote Microsoft Excel **VBA** macros to import and organize data from database sources

Toronto 2015 Pan Am/Parapan Games *Print Distribution Supervisor* — *July 2015*

- Managed and lead a team by assigning responsibilities to team members and overlooking all team activities
- Handled and adapted to unexpected issues and malfunctions regarding software and hardware effectively

Projects

Note Locker — *github.com/Fondson/Note-Locker*

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

Connect Four — *github.com/Fondson/Connect-4*

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

Circle The Dot — *github.com/Fondson/Circle-The-Dot*

- Created a **Java** implementation of the popular mobile game *Circle The Dot* with undo/redo functionality
- Utilized the **breadth-first search algorithm** to implement the computer opponent logic

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