

Dan Tran

dtran225@ucmerced.edu • github.com/gateauxd • (209) 298-1464

EDUCATION

University of California Merced

Expected Graduation: 5/2020

- Computer Science and Engineering, Bachelor of Science (GPA 3.707)
- Relevant Courses: Algorithms, Computer Networks, Software Engineering, Computer Vision, Data Structures, Object Oriented Programming, Computer Organization/Assembly Language

EXPERIENCE

Computational Research Assistant, AI Summer

3/2018 - 8/2018

- Created an Image Classifier which was trained using CIFAR100 dataset and *Keras* that had an accuracy of 97%.
- Created training data for a Image Stitching model by modifying existing datasets.
- Programmed in *Python* using Tensorflow and Keras

Front End Developer, Future First

2/2018 - 5/2018

- Developed a mentorship mobile application using *Android Studio* with a team.
- Designed the UI/UX for the app.
- Presented product at the Center for Information Technology Research in the Interest of Society Mobile App Challenge.

Pulse Jet, AIAA

7/2017 - 5/2018

- Architected system designed to collect data from a pulse jet using an Arduino microprocessor and heat and force sensors. Used Arduino IDE to collect and store the data using *C++*

PROJECTS

EcoHacks Data Visualizer (Second Place - 2018)

11/2018

- Help facilities bring awareness to sustainability by creating a live visualization tool that graphs water usage of each building.
- Programed using Unity and coded in *C#*

Humble Scrape

8/2018

- Created an HTML scraper that takes all the bundles off HumbleBundle.com and compared the costs of the individual products vs the bundle.
- Programed in *Python* using *BeautifulSoup4*.

Into the Void

12/2017

- Created an astronomy video game utilizing OpenGL and GLUT in *C++*.
- Implemented classic Object Oriented Programming principles into the backend framework of game.

SKILLS

Programming Languages

API

Technical Skills

- C++
- Python
- HTML
- CSS

- BeautifulSoup

- Troubleshooting
- Communicating
- Debugging
- Problem Solving