

Dan Tran

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Dates available to work:

EDUCATION:

University of California Merced

Expected Graduation May 2020

- Bachelor of Science in Computer Science and Engineering
- **CGPA: 3.67 Major GPA: 3.78**
- Courses: Algorithms, Data Structures, Object Oriented Programming, and Computer Organization/Assembly Language
- Awards: Dean's List (Fall 2016 - Spring 2018) • Chancellor's Honor List (Spring 2017 and Spring 2018)

PROFESSIONAL SKILLS:

Programming Languages

Software/Applications

- Most experienced with **C++, C, Python**
- Some experience with **Java, HTML, CSS, MIPS**
- **Android Studio, Tableau**
- **Sublime, Visual Studio, Eclipse**

EXPERIENCE:

Mobile App Challenge (CITRIS *MAC Semifinalist 2018*)

Feb 2018 – May 2018

Front End Developer

- A mentoring service focusing on the importance of the transition into adulthood
- Responsible for designing the layout and visuals of the app via Android Studio
- Presenting product in front of CITRIS sponsors and representatives

Q Project

Mar 2018 – Present

AIAA

Sep 2017 – May - 2018

Electronics and Software Implementation

- Responsible for the setup and gathering of data using an **Arduino**
- Used breakout boards to obtain data from thermocouples and force sensors

PROJECTS:

Personal Videogame

- Created a 2-D asteroids video game using object oriented programming principles.
- Game was written in **C++** and developed using **openGL** and **Glut**

ACTIVITIES:

- Member of Association for Computing Machinery Aug 2018 - Present
- Member of American Institute of Aeronautics and Astronautics Aug 2017 – Present
- Member of Q Project Mar 2018 – Present
- Member of Society of Women Engineers Dec 2017 - Present