Dan Tran

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EDUCATION

University of California Merced   Expected Graduation: 5/2020

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

EXPERIENCE

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.

Computational Research Assistant, *Q Project*   3/2018 - 8/2018

- Created an object detection model which was trained using CIFAR 100 and *Keras* with a 97% accuracy.
- Created training data for a image stitching model.
- Coded in *Python*

Computer Science Team Member, 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++*
- Worked in a team environment which

PROJECTS

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.
- Coded in *Python* using *BeautifulSoup4*.

Personal Website   8/2018

- Created a personal website to showcase my projects and achievements using *HTML* and *CSS*.

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	Technical Skills
- **C++** - **Python** - **HTML** - **CSS**	- **Troubleshooting** - **Communication** - **Debugging** - **Problem Solving**