

# Dan Tran

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github.com/gateauxd

## OBJECTIVE

Blank about **blank** and **blank**, Dan is a **blank blank** with a blank for doing **blank**.

## EDUCATION

### University of California, Merced

August 2017 - May 2020

- Pursuing a Bachelor of Science in Computer Science and Engineering (GPA 3.71)
- Courses: Algorithms, Data Structures, Object Oriented Programming, Computer Organization/Assembly Language

## EXPERIENCE

### Front End Developer, *Future First*

February 2018 - May 2018

- Developed a mentorship mobile application using Android Studio with a team.
- Designed the 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

March 2018 - Present

- 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.

## PROJECTS

### Humble Scrape

August 2018

- Created a HTML scraper that takes all the bundles off HumbleBundle.com and prints them out.
- Coded in Python using BeautifulSoup4.

### Into the Void

December 2017

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

## ORGANIZATIONS

### American Institute of Aeronautics and Astronautics

2017 - May 2018

- Architected system designed to collect data from a pulse jet using an Arduino microprocessor and heat and force sensors.
- Read analog data off of accelerometers and gyroscopes and transmitting it to a ground computer via radio.

### Association for Computing Machinery

August 2017 - Present

## SKILLS

### Programming Languages

C++  
C  
Python  
HTML  
CSS

### Programs

Arduino  
Android Studio  
Tableau

### APIs

BeautifulSoup

## AWARDS

Chancellor's Honor List  
(Spring 2017-Spring 2018)  
Dean's List  
(Fall 2016 - Spring 2018)

## LANGUAGES

English