john.tran@ou.edu johntran.me hacklahoma.org

John Tran

github.com/GrayTurtle devpost.com/GrayTurtle linkedin.com/in/johntrantech

EDUCATION

University of Oklahoma, Norman OK

B.S. Computer Science & minor in Mathematics

Expected: May 2019 GPA: 3.87/4.00

EXPERIENCE

AT&T - Software Developer Intern TDP, Dallas, TX

June 2018 - Present

- Building a full stack application with AngularJS, MySQL, JPA, and Java connecting employees to learning opportunities in a team of eight
- Participating in an intern coding challenge as a scrum master to improve DirectTV experience by creating an internal dashboard using React, MongoDB, Python, and Java in a team of six

Sandia National Laboratories – *Software Engineer Intern*, Albuquerque, NM

May 2017 – July 2017

- Optimized long calculations for a prediction model using multivariate interpolation with Java
- Created a foundation for a new structure for the internal wiki using text relation APIs

Google – *CodeU Participant*, Remote

March 2017 – June 2017

- Selected to an invite-only program where one works on a team along with a Google engineer
- Produced a functional chat application with JavaFX and a Derby database in a team of three

Kirtland Air Force Base AFRL – Software Engineer Intern, Albuquerque, NM June 2016 – August 2016

- Developed a GUI for telescope control in a team of two in Java that involved low-level communication between the software and the telescope mount
- Made sure that the software was cross-platform, robust, and well documented

FEATURED PROJECTS (More @ github.com/GrayTurtle)

Blendexa January 2017

 Built an Amazon Alexa app in a team of four that controls 3D modeling software using JavaScript, Node.js, AWS Lambda

Project Splatter January 2017

• Developed a virtual reality multiplayer game in a team of four that utilized a drone using JavaScript, Python, C#, Node.js, Unity

AWARDS

Most Technically Impressive

January 2017

Awarded for most technically impressive hack at SpartaHack 2017, hackathon at MSU

Top Ten

Awarded for placing top ten in SpartaHack 2017

January 2017

LEADERSHIP

Founder & Executive Director - Hacklahoma

January 2017 – Present

- Lead organizer for a 30+ person team for a 24 hour, 250 student hackathon
- Founded the first Major League Hacking hackathon in Oklahoma

President – Association for Computing Machinery

April 2017 - Present

• Providing students with CS job and learning opportunities through events

Co-lead - Kindle the Flames

September 2015 - February 2017

• Taught programming to children within Stillwater community with three other people

SKILLS

Languages: Java, Python, C++, HTML, CSS, JavaScript, C (in order of proficiency)

Tools: Git, Linux, Node.js, Maven, AngularJS