JUSTIN **TRAN**

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Education

University of Toronto **September 2018 – June 2023(Expected)**
Engineering Science- Bachelor of Applied Science (BASc) Toronto, Ontario
Major: Machine Intelligence

Courses Taken

Computer Science Data Structures and Algorithms **(A)**, Relational Databases **(A+)**, Systems Software **(A)**, Introduction to Machine Learning **(A)**, Artificial Intelligence **(A+)**, Digital and Computer Systems,
Mathematics Probability and Statistics **(A)**, Multivariable Vector Calculus, Discrete Math, Linear Algebra

Experience

Ontario Teacher's Pension Plan – Solutions Engineering **May 2021-Present**
Software Development Intern Toronto, Ontario

- Reduced deployment time by 95% by creating CI/CD pipelines for 11 different teams, to automatically deploy and test code changes using Jenkins, Python, and C#
- Streamlined the build configuration process for over 50 developers by implementing a full stack web application using React, Flask, and IIS
- Facilitated communication between 24 developers by implementing a notification system to send Microsoft Teams messages to 5 development teams regarding the results of nightly continuous integration builds
- Rated the top co-op student out of 5 all time co-ops within my engineering department

Coding Projects

Deep Learning Fiction Writer **January 2021**

- Developed an AI-based WebApp which uses the beginning of a fiction story as an input and outputs a continuation of the story, using PyTorch, Flask, React, and Typescript
- Utilized transfer learning and the GPT-2 Transformer to train a model on a dataset of over 1000 fiction stories
- Model performed 120% better than baseline GPT-2 in generating fiction continuations according to feedback from 41 Users

Job Board **August 2020**

- Designed and created a WebApp using React.js which matches users with jobs based on their marketable skills.
- Used a MySQL server to store job data aggregated from Indeed.com, ZipRecruiter.com, and StackOverFlowJobs.com.
- Hosted a RESTful API sever with Express.js and ran backend services through Node

Chess, Chess Player **June 2020**

- Designed and programmed a 1300 ELO Chess AI using C++, as well as a full-stack fully functional chess desktop app complete with castling, enpassant, and unit promotion
- Improved upon the Min-Max, Alpha Beta pruning algorithm by leveraging dynamic programming, multi-processing, hash table, and sorting to reduce computational time of decision tree traversal by 1000%
- Depth 4 traversals are done in under 10 seconds, and depth 5 traversals are done in less than 1 minute

Skills

Languages Python, Java, C++/C, Web (HTML5/CSS3/JavaScript), Typescript, C#, Assembly (ARM)
Frameworks/Tools Git/Github, Django, React, SQL, Node.js, Express.js, Windows, Linux, Unix
Machine Learning TensorFlow, Keras, PyTorch, Transformers, Scikit-learn, NumPy, Pandas, TensorBoard