LYNH TRAN

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EXPERIENCE

Software Engineering Intern   **Redmond, WA**
Microsoft   *May 2022 – August 2022*
- Developed a vision accessibility-focused Windows app for improved image scaling in high magnification scenarios using the Windows composition engine and the super resolution neural network
- Enhanced the Windows Graphics Capture API with a customizable frame rate feature for an improved user experience
- Utilized C++, Windows API, DirectML, and Direct3D to deliver a user-focused intern project

Teaching Assistant   **Minneapolis, MN**
University of Minnesota - Twin Cities   *September 2021 – January 2022*
- Facilitated lab sessions and conducted weekly office hours to reinforce student understanding of course material
- Provided constructive suggestions and evaluation of student assignments for improvement of academic growth

Software Engineering Intern   **Saint Paul, MN**
Securian Financial   *June 2021 – August 2021*
- Resolved tickets to improve the Retirement & Actuarial Analytics web platform UI
- Streamlined the insurance claim pipeline between cross-functional teams by developing scripts to generate forms dynamically using Java and the Spring Framework
- Contributed to an Agile team, utilizing Jira to create and update team board to enhance communication and facilitate effective project management

Customer Care Representative   **Prior Lake, MN**
Shakopee Mdewakanton Sioux Community   *October 2018 – July 2020*
- Successfully handled a diverse range of customer personalities by actively listening, empathizing, and tailoring my communication style to meet their needs, resulting in a 95% satisfaction rating
- Refined the training process for 7 new hires by creating comprehensive technical documentation of on-site computer programs

Technical Skills: Python, JavaScript, TypeScript, React, HTML, CSS, Git/GitHub, Jira

PROJECTS

Dory Defense ([Blog](#)) - *1st place*   **Minnehack 24-Hour Hackathon 2022**
Google Chrome extension to protect targeted elderly individuals by detecting when writing potentially sensitive information in an email using a machine learning model, preventing access to known malicious websites, and educating the user on Internet safety.
- Managed the project from ideation to development and contributed to the product's overall theme, design, and usability
- Created an elderly accessible front-end using Google Chrome Extensions API, Google AI Platform API, JS, CSS, and Bootstrap

Watered Down ([Blog](#)) - *4th place*   **Minnehack 24-Hour Hackathon 2021**
Web app that helps users meter their water usage by allowing them to print QR code stickers for their water-consuming facilities easily. Users will be mindful of their water usage by visualizing water consumption cheaply and conveniently.
- Implemented a user-friendly interface that detailed water consumption over time using React, JS, CSS, and Bootstrap

Gopher A Bite! ([GitHub](#))   **Society of Asian Scientists & Engineers Labs**
Web app for personalized restaurant recommendations near the University of Minnesota based on student dietary preferences
- Led front-end development team of 5 students to design and implement using React, JS, CSS, and Bootstrap
- Implemented a secure login system using Google Firebase, Python, and Flask

OUTREACH

Director of Marketing   **Minneapolis, MN**
App Developer's Club - UMN   *September 2022 – December 2022*
- Increased event attendance by 3x through designing and publishing event posters on Discord servers, campus bulletin boards, and social media

Director of Technology   **Minneapolis, MN**
Business Association of Multicultural Students - UMN   *December 2020 – December 2021*
- Streamlined the resume to recruiter pipeline by creating a digital resume portal, allowing sponsors to view resumes as they are sent in and easily search through records
- Created an alumni database of members and developed a process for yearly maintenance

Speech Tournament Judge   **Minnesota**
Prior Lake - Savage Area Schools   *January 2021 – January 2023*

EDUCATION

University of Minnesota, Twin Cities   **Minneapolis, MN**
College of Science and Engineering - Bachelor of Science   September 2020 - December 2022
Major: Computer Science, Minor: User Experience   *GPA: 3.75*
Optum Scholar (2022) | Steven G. Anderson Scholar (2022) | All-State Speech Team (2020)
Focus: User Interface Design, Project Management, Interactive Computer Graphics, Software Engineering & Testing