

LYNH TRAN

 Greater Seattle Area  github.com/lynhtran  linkedin.com/lynhxtran  lynhtran.github.io

EXPERIENCE

Software Engineer

Microsoft

Redmond, WA

March 2023 - Present

- Developing UI for Windows data platform using React, Typescript, MobX, FluentUI, and Kusto

Software Engineer Intern

Microsoft

Redmond, WA

May 2022 - August 2022

- Developed a 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

University of Minnesota - Twin Cities

Minneapolis, MN

September 2021 - January 2022

- Facilitated lab sessions, conducted weekly office hours, and graded work for the Intro to Algorithms & Data Structures class to reinforce student understanding of course material



Software Engineering Intern

Securian Financial

Saint Paul, MN

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 facilitate effective project management

 TypeScript  JavaScript  Python  React.js  FluentUI  MobX  HTML  CSS

PROJECTS

Dory Defense - 1st place winner at Minnehack 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

- Created an elderly accessible front-end using Google Chrome Extensions API, Google AI Platform API, JS, CSS, and Bootstrap
- Managed the project from ideation to development and contributed to the product's overall theme, design, and usability

Watered Down - 4th place at Minnehack Hackathon

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

OUTREACH

Speech Tournament Judge

Prior Lake Area Schools

Minnesota

January 2021 - March 2023

Aide for Alzheimer's Residents

McKenna Crossing

Prior Lake, MN

November 2016 - March 2020

EDUCATION

University of Minnesota, Twin Cities

College of Science and Engineering

Minneapolis, MN

September 2020 - December 2022

Bachelors in Computer Science, Minor: User Experience

GPA: 3.75

- Involvement: Board member of App Developer Club and BAM