

# Matthew Tran

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University of Portland | **BS Computer Science**  
Graduated - **May 2024**

## SKILLS

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**Languages** | Java, Python, C#, SQL, C++, Git, JavaScript, HTML, CSS, R

**Technologies** | .NET, Entity Framework Core, MS SQL Server, RabbitMQ, Docker, Blazor, Vue.js, React, Node.js  
Cassandra, Hadoop, TensorFlow, PyTorch

**Development Tools** | Unix/Linux, Visual Studio, Eclipse, JIRA, Android Studio, Git, GitHub, GitLab, GitTea

## WORK EXPERIENCE

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**Machine Learning & Software Engineer** | *Framatome* **Lynchburg, VA | August 2024 - Present**

- Implemented automated categorization of user-submitted reports using few-shot prompting and fine-tuned models for multi/binary classification, achieving 90%+ accuracy.
- Applied SMOTE (Synthetic Minority Oversampling), back-translation, and undersampling to improve generalization and handle data imbalance.
- Built full-stack applications for report verification and data extraction using .NET (C#), Entity Framework Core, Python, MS SQL, Blazor (Fluent UI), and Vue.js.
- Designed RabbitMQ asynchronous pipelines and containerized services using Docker for scalable deployment.
- Led development of LLM/VLM-centered data extraction pipeline for nuclear site dose reports, reducing manual processing time by 80%.
- Collaborated with clients to gather requirements, align with compliance goals, iterate system capabilities and align deliverables.

**Machine Learning Researcher** | *University of Portland* **Portland, OR | June 2023 - May 2024**

- Developed an AI system for constructing cognitive agents to simulate bilateral brain behavior in animals using deep learning and neural networks in .NET (C#).
- Improved agent exploration by 33% with fitness functions, optimized code for 50% agent performance improvement, and upgraded monitoring with matplotlib.
- Enabled scalable/replicable testing via multi-node cluster Hadoop distributed file system integration.
- Mentored two new hires using Agile, leading weekly scrum meetings, and directed feature planning.
- Presented findings at University of Portland's Undergraduate Research Symposium and Founder's Day.

**Computer Science Grader** | *University of Portland* **Portland, OR | August 2022 - Dec 2023**

- Evaluated Java and algorithms assignments weekly, provided code reviews, and tutoring to help students understand object-oriented programming principles, data structures and algorithms.

## PROJECT EXPERIENCE

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**Tektronix AR HoloLens** | *University of Portland Capstone ( Tektronix )* **Fall 2023**

- Developed an AR tool with Unity/C# and TensorFlow (RNN, LSTM) for electromagnetic waveform predictions using continuous integration and Agile with client feedback.
- Implemented MySQL DB (2.5M+ records) for data quality and model assessment.
- Showcased project accomplishments at the University of Portland's Shiley Showcase.

**Shogi** | *Object Oriented Design* **Fall 2022**

- Developed an Android game (Shogi) in Java using Agile (Trello) and Test Driven Development (JUnit), implemented core game logic and backend mechanics.
- Spearheaded architectural design, delegated tasks for the team during each scrum meeting.